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AMIGA POWER

A MAGAZINE WITH *ATTITUDE*

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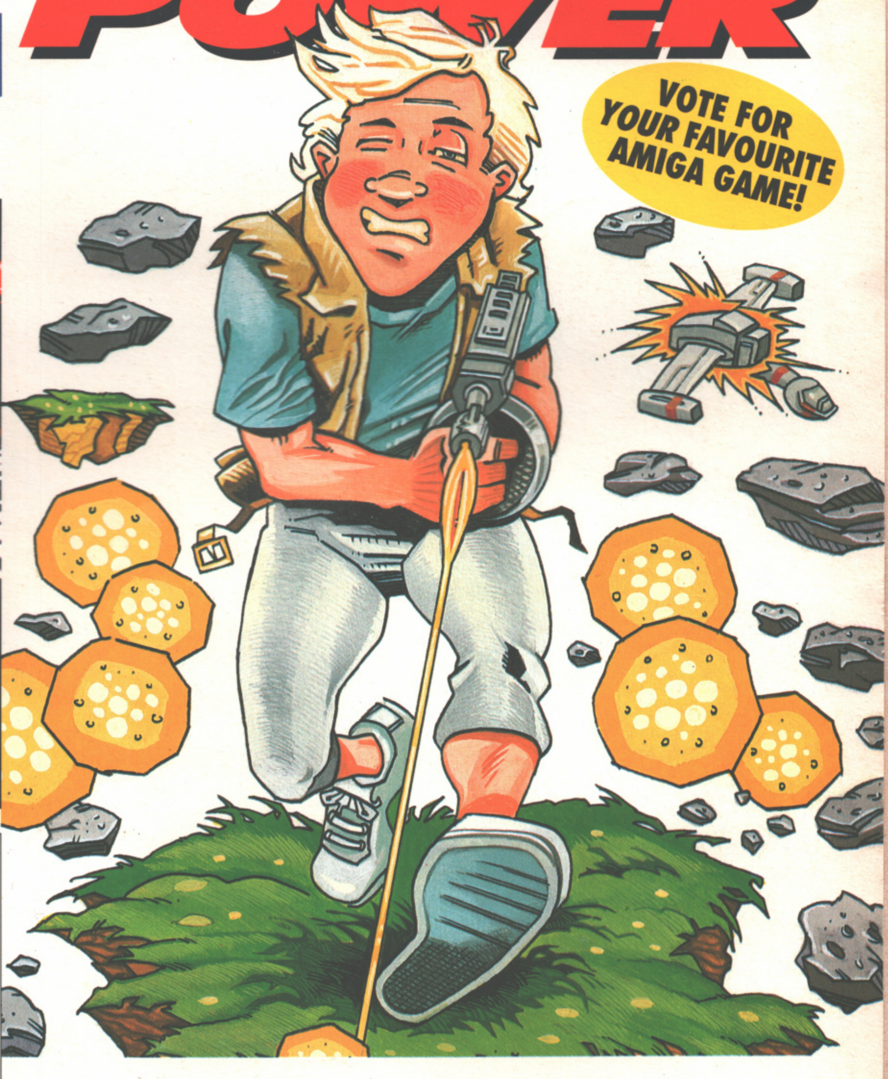

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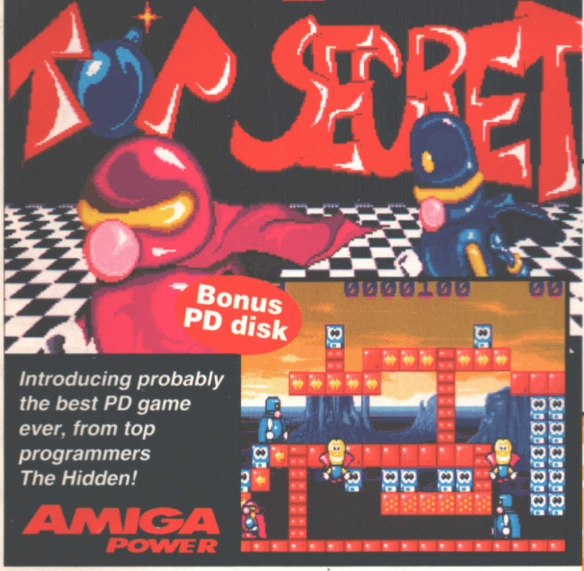

Bonus PD disk

Introducing probably the best PD game ever, from top programmers The Hidden!

AMIGA POWER

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BEAST MASTER

Get hacking in this cracking new arcade adventure.

disk 17

THALAMUS

LEVEL 1
SCORE 000000
LIVES 2
DYNAMO

CAPTAIN DYNAMO

Splattang! It's Code Masters' geriatric super hero here to save the day!

AMIGA POWER

PREMIERE

In a league of its own

REVIEWED! Bug Bomber, Carl Lewis, Guy Spy, The Games '92, Fascination, and more!

PLUS: We find out what the industry really thinks of AMIGA POWER.

ISSUE 17

A TRULY AWESOME S

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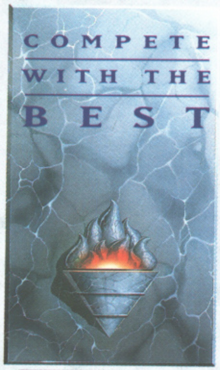

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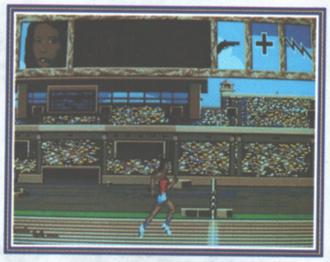

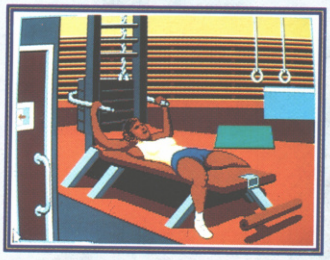

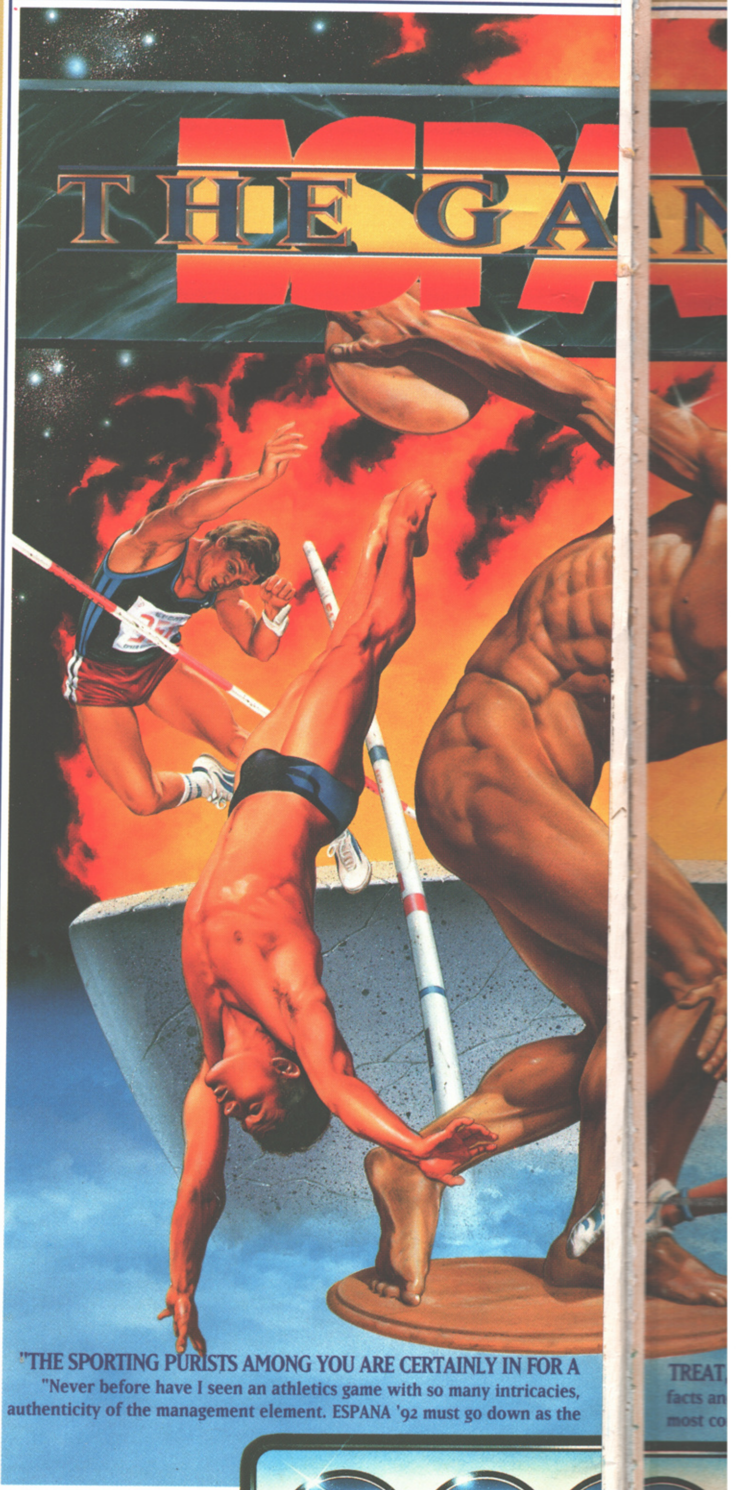

"THE SPORTING PURISTS AMONG YOU ARE CERTAINLY IN FOR A TREAT,
"Never before have I seen an athletics game with so many intricacies, facts an
authenticity of the management element. ESPANA '92 must go down as the most co

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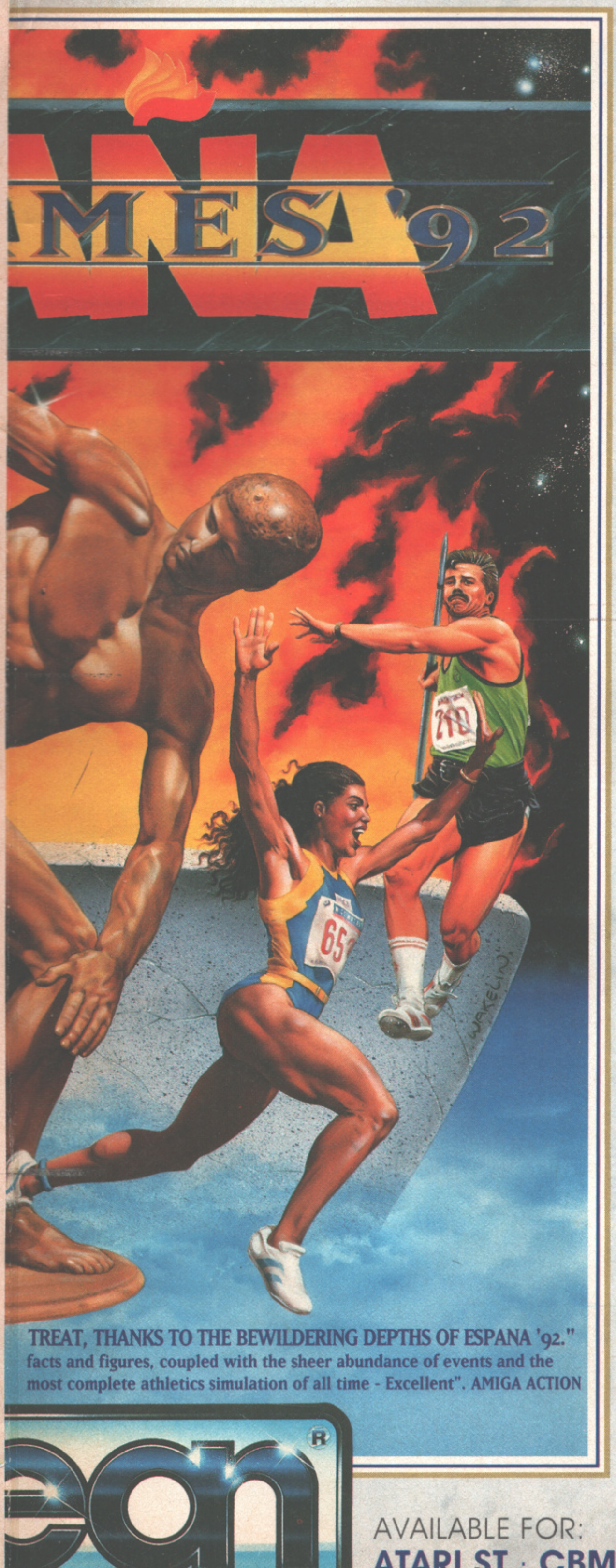
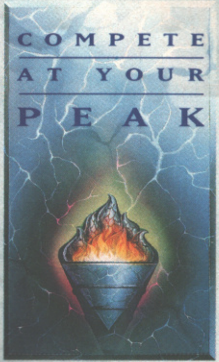
SPORTS SENSATION



TREAT, THANKS TO THE BEWILDERING DEPTHS OF ESPANA '92."
facts and figures, coupled with the sheer abundance of events and the most complete athletics simulation of all time - Excellent". AMIGA ACTION



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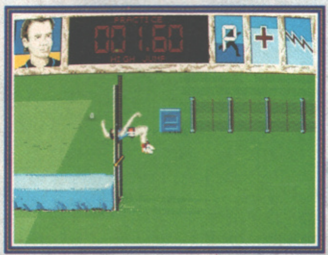

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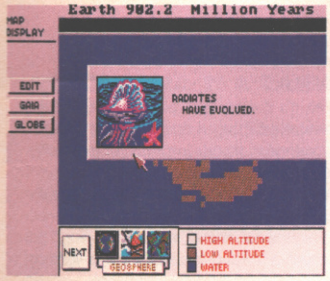
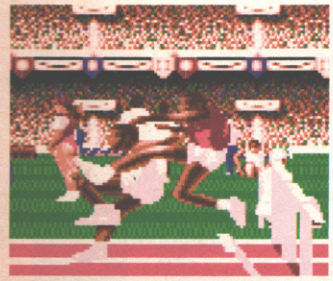
MONTH



SIM EARTH
Sim Ant gets even more complicated. Sounds like a dodgy idea to us... Page 30



CARL LEWIS
Yes! It's the Olympics game with the guy who didn't (really) make the Olympics! Page 38

NEXT MONTH...

...we'll have all the same kinds of great stuff as this month, only more so. And just maybe, there'll be some really big news about the A600... September 17.

CAN THAT!

more, then you'll find it in here. And yes! That includes the wonderful five player experience that is *Dyna Blaster*.

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SEPTEMBER

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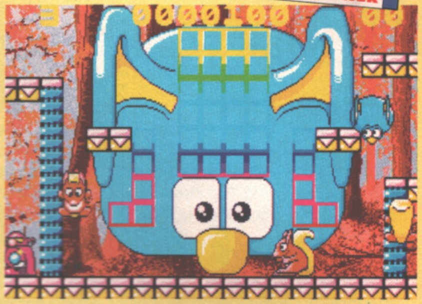
TWO DISKS!

disk 17

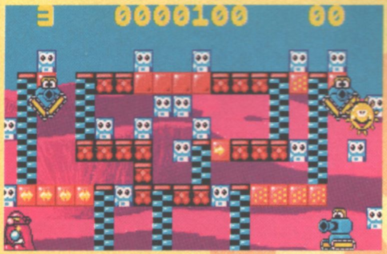
Er... count 'em. Yep, two action-packed disks for you again this month, featuring our usual mix of the best in PD and previews of top upcoming games. This month, the return of The Hidden!

TOP SECRET BONUS DISK



TOP SECRET

You swooned at the heart-rending life story of *Puggles*! You scratched your head over the block-manipulating puzzle antics of *Rome*! You sighed with longing as you wished that top PD programming stars The Hidden would only turn their talents towards a cute arcade platform game! And now they have! It's almost impossibly exciting, but try and stay in control until you turn the page...



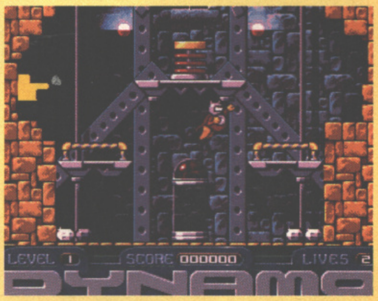
AND THIS IS DISK 17

BEASTMASTER

Meanwhile, on the other disk, we're proud to present the latest game from some programmers who've been partly responsible for *Baal*, *Menace*, *Anarchy*, *Defender 2* and lots more. We know you're going to love it.

CAPTAIN DYNAMO

And we've also got our first ever demo of a budget game, with Code Masters' *Captain Dynamo*. Super-cute arcade platform action starring the game world's oldest hero is the order of the day, and we think you'll love this too...



GOT A FAULTY DISK?

- Oh no! Of the 200,000-odd disks we duplicate every month, it's a statistically proven fact that only three don't work, but if you *do* have disk problems, simply place it in an envelope, along with an SAE and an explanatory letter, and return it NOT TO THE AMIGA POWER OFFICE but to: AMIGA POWER Disk Returns 17, Tib plc, 36-50 Adelaide Street, Bradford BD5 0EA. More details over the page...

THOSE DARN DISKS

This is where we explain how to load the disks, so read carefully.

● *Beastmaster* is a one meg only game, so if you have an unexpanded A500, sorry.

● To load either *Top Secret, Beastmaster or Captain Dynamo*, switch off your machine, insert the appropriate disk and turn the power on. If you are loading *Top Secret*, then it will load automatically. Alternatively...

● If you have inserted the *Beastmaster/ Captain Dynamo* disk, then an options menu will load after a few seconds. Simply press F1 or F2 depending on which game you wish to load. After about a minute the game will load, and you'll be ready to play and play again. Now, you can't say fararrthantht.

● Please keep the disk you are playing your game from in the drive at all times, and remember – switching the machine off for 20 seconds or so before loading up a new program will help prevent disks being infested by stray viruses.

● With *Top Secret* an intro sequence will be followed by the title screen. This will remain until you press the joystick fire button. It's then secret agent fun and frolics all the way. Gosh.

STOP RIGHT THERE! WHAT IF SOMETHING GOES WRONG?

● First, try the process again, once again making sure you've removed extra peripherals the program may not 'like'.

● If it's only one of the programs on your disk that doesn't work, not the whole thing, try phoning our COVERDISK HELPLINE. Call 0274 736990 and ask for Sam Hiah.

● If either of your disks fails to load, then pop 'em in a padded envelope, along with a letter explaining the problem, to this address:

AMIGA POWER Disk 17 Returns, Tib Plc, 36-50 Adelaide Street, Bradford, BD5 OEA.

Give the nice people at Tib a couple of weeks, and you ought to receive a shiny, working new disk. Whatever you do, please don't bother sending any disks to the AMIGA POWER offices. We're about as technical as marmalade on warm soggy toast, so it's unlikely we'll be able to help at all.

TOP SECR

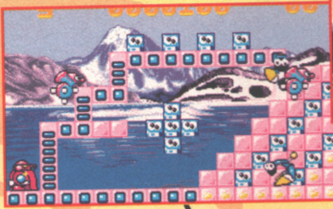
Authors: The Hidden

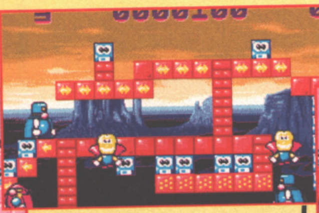
They're back! Back! BACK! Yes, ever since our issue 12 puzzle game classic, *Rome*, we've been besieged by letters demanding that we put another game by top budding programming talents The Hidden on one of our lovely coverdisks. Fair enough, they've mostly been from The Hidden's mum, but you lot seem to be generally pretty impressed too, so here's their latest (and, we think, best). It's a platform game with some pretty clear elements of the wonderful *Rodland*, but lots of its own features and character too, and we think you're going to like it. After all, everybody loves a cute platform game. Who knows, you might even agree with us that it really is the best Amiga PD game to date.

WHAT'S IT ALL ABOUT?

Well, it's like this. You play a little robot thief called Toppy (I don't know, whatever happened to morals in computer games?), engaged on a mission of industrial espionage. You've successfully managed to nick a floppy disk containing, er, something top secret, but on travelling through a teleport to take it back to your employers you've rather carelessly

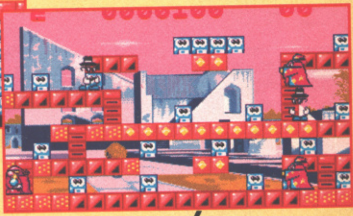
Lush backdrops and weird platform designs – here we see a screen from level two of *Top Secret*.

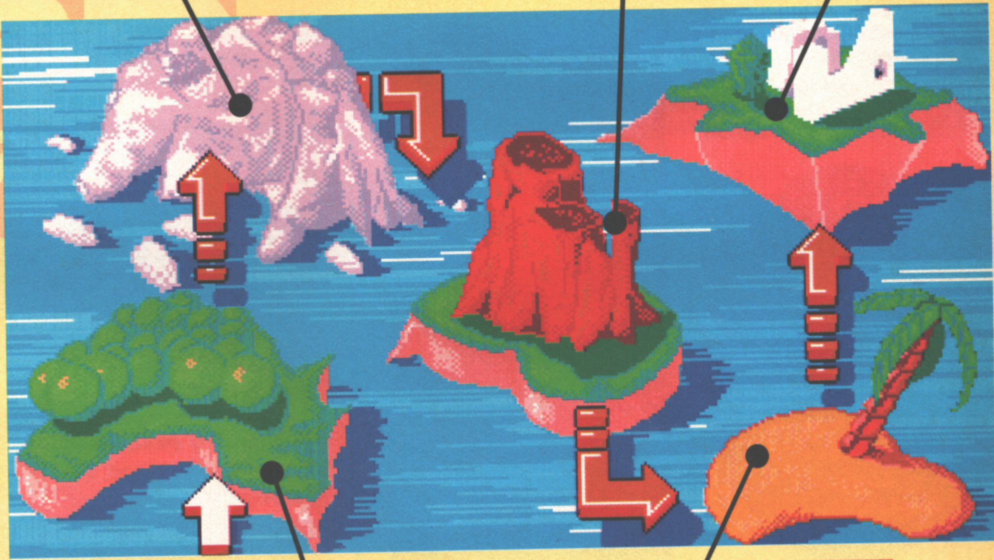


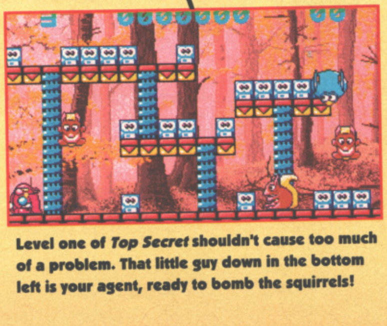


Half way through the game, and those platform layouts just don't get any easier.

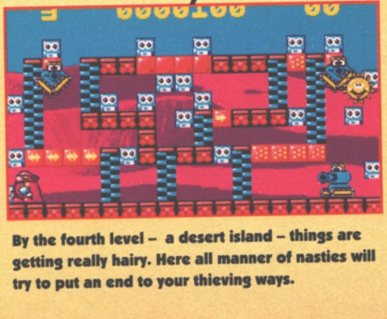
If you can get to level five then you really are doing good! Watch out for invisible men (you can see their hats and shades).







Level one of *Top Secret* shouldn't cause too much of a problem. That little guy down in the bottom left is your agent, ready to bomb the squirrels!



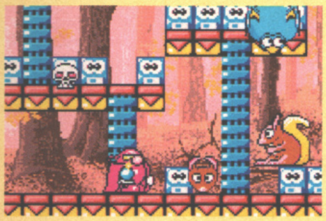
By the fourth level – a desert island – things are getting really hairy. Here all manner of nasties will try to put an end to your thieving ways.

RET

dropped it. This has had the unfortunate effect of putting the disk through a massive cloning process (don't ask how...) and scattering the resulting clones throughout five different worlds, each of which conveniently divides into ten sub-worlds, or 'levels' as we like to call them in the business. Since you can't tell from looking which is the right disk (only the disk got cloned, not the data on it), you're just going to have to go through all 50 levels and collect all the disks until you get the one you need. Serves you right, too...

THE BIG BAD BADDIES

Awkwardly, though, each of the 50 worlds already has things living in it, and they're quite pleased at this sudden feast of free floppies (must be software pirates or something). When you appear and start nicking them all, they get understandably miffed, so, in a totally unwarranted and over-reactionary fashion, you decide to kill them all with the aid of your pal Billy The Bomb (look, we didn't write this, okay?). Hit the baddies with Billy The Bomb and he'll blow their heads off, but beware – if you don't then collect the head (see that incredibly handy little picture just below to see exactly what we mean), it'll swiftly grow a new, meaner body and come after you again.



You want blood? Zap a squirrel with a bomb, then walk over it to wipe it out.

Let's take a closer look at that masked man – the hero in the utterly fab PD platformer Top *Secret*.

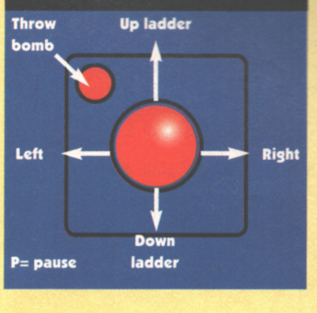
'MY DAD'S BIGGER THAN YOUR DAD'

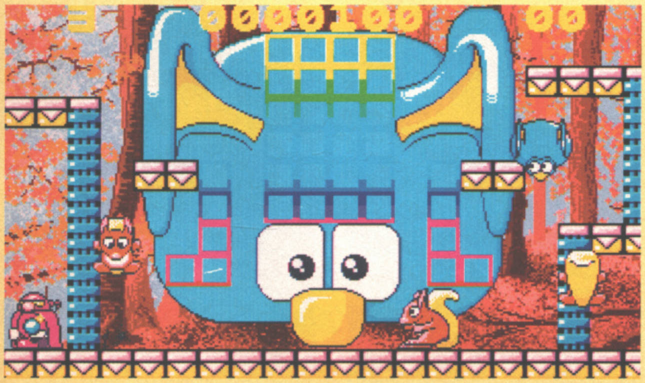
Now you're much better-armed than these cute little baddies, and it doesn't seem entirely fair that you get to flounce around offing them at will, so every 10th screen the balance gets redressed slightly with the aid of some Big Bad Bosses. These charming and pleasant individuals don't actually do much except scare you, but you have to kill 'em anyway to get to the next world. Their vulnerable areas are indicated by flashing blocks (which you can also stand on, by the way), and 20 hits on any of the vulnerable bits will see the bosses off easily enough. Of course, you've still got all the ordinary baddies to worry about...

AND FINALLY, ESTHER

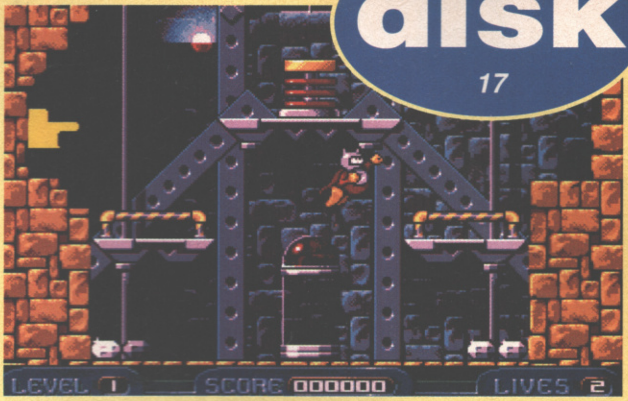
This Month's Other Little Bits At The End: baddies which require increasing numbers of hits; platforms which can only be walked on one way; dummy disks which don't have to be collected; blocks which can be shot away; little icons which appear around the screen for bonus points and power-up or power-down effects.

CONTROLS





Eek! A guardian pops up after every tenth screen, and takes a hefty number of bombs to wipe out. It's seems a shame to blow up something so cute, though.



Fast than a speeding rock, harder than a sponge, and more agile than the singer from Definition Of Sound – it's everyone's favourite OAP, *Captain Dynamo* in action!

CAPTAIN DYNAMO

Authors: Lyndon Sharp and Peter Ranson

A BIT OF A FIRST!

A bit of a first here for AMIGA POWER, as we proudly present our first ever budget game demo. *Captain Dynamo* is a lovely little slice of platforming action from Code Masters, and we thought you'd appreciate the chance to check it out for yourself. So here it is.

IN THIS DEMO!

In this demo you get the complete first level of the game, which, like the other six, gives you the objective of getting to the top of a vertically-scrolling area full of all manner of hideous hazards. But why?

YOU'RE DOING IT BECAUSE!

You're doing it because you're the only superhero who can restore the stolen diamond collection of Lady Phillis Uppenhoofen (81), which has been nicked by the mad professor Austen Von Flyswatter (72). Who are you? You're Captain Dynamo!

CAPTAIN DYNAMO IS!

Captain Dynamo is the world's oldest superhero. At 75 he's already retired and enjoying a life of daytime naps and having soup wiped off his chin at the Happyvale Home For The Elderly, but on hearing the cry of a damsel in distress he leaps up, grabs his cape and teeth and explodes – well, dodders – into action!

ALL YOU HAVE TO DO!

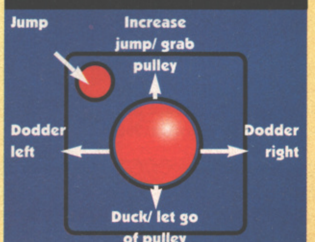
All you have to do in *Captain Dynamo* is get to the top of each stage (for plot reasons that we won't go into here). If you fall victim to one of the many hazards, you'll be dispatched back to the start (or the last restart point you reached) to try again and, er, that's it.

OH, EXCEPT FOR!

Oh, except for the secret warps – which in this version will simply take you to the end of the level – so don"t bother with 'em. And that really is it.

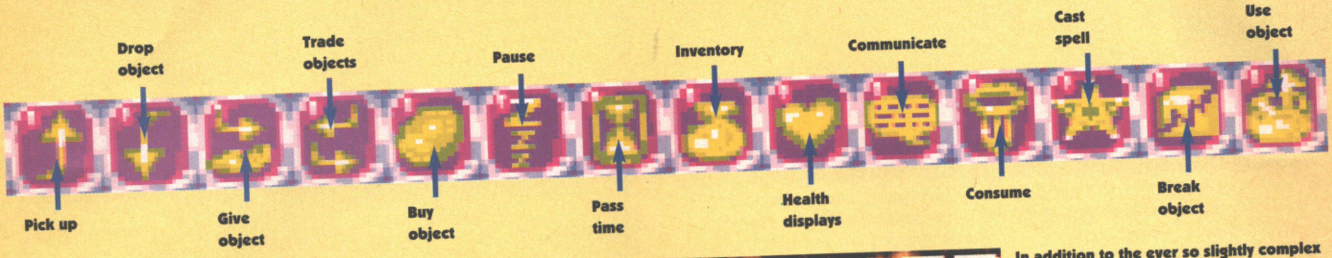
The Captain himself, with full metal head gear and unfeasibly wayward facial hair.

CONTROLS

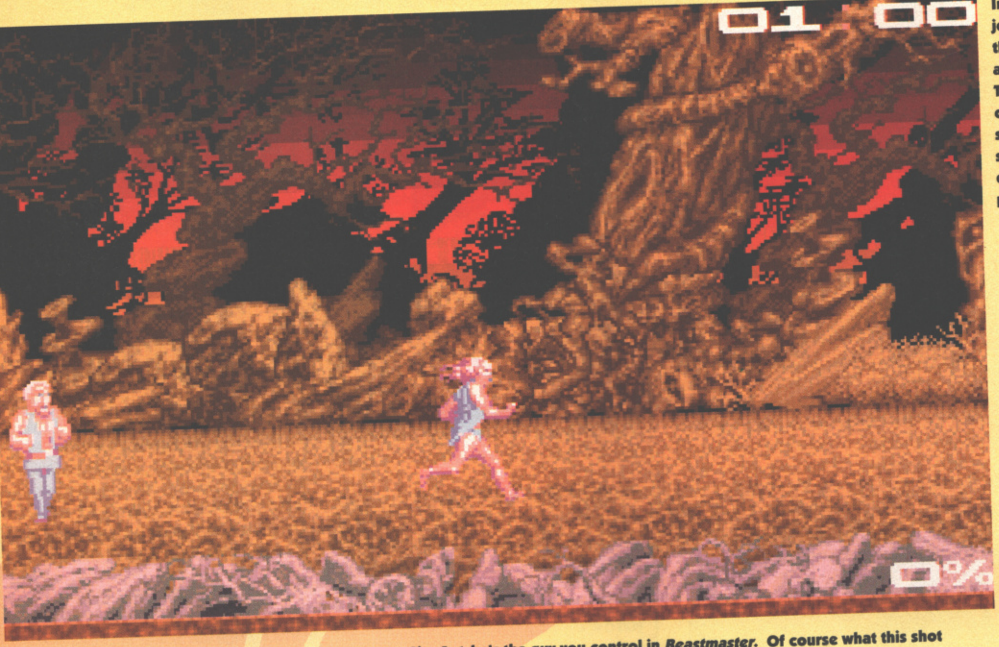

Jump
Increase jump/ grab pulley
Dodder left
Dodder right
Duck/ let go of pulley (with fire)

disk 17

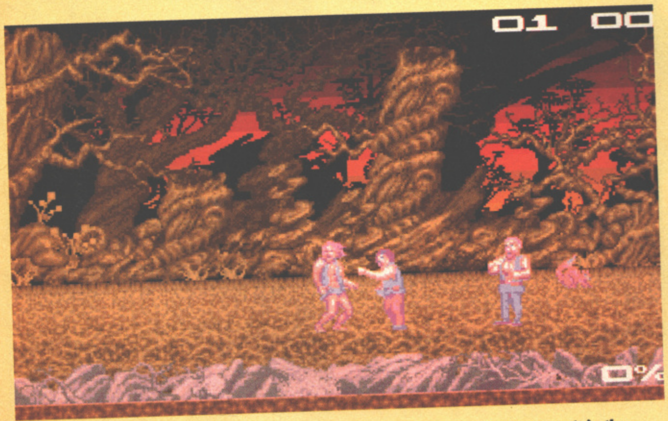
BEASTMASTER


Drop object
Trade objects
Pause
Inventory
Communicate
Cast spell
Use object
Pick up
Give object
Buy object
Pass time
Health displays
Consume
Break object

In addition to the ever so slightly complex joystick controls (shown at the bottom of the page), there are a host of icons which are brought up with the mouse buttons. The right mouse button brings the icons on or off screen, and the left mouse button selects 'em. The right button leaves the selections. The full list of usable icons is displayed above, for your delight and practical application.



He runs the like the wind and he's got more icons than *Sim Ant*, he's the guy you control in *Beastmaster*. Of course what this shot doesn't show you is just how fluid the multi-layer parallax scrolling. Once you've loaded up the disk you'll see it of course. Well, that's assumimg you've got a one meg Amiga, because it does of course need... *(What are you blabbering on about? – Ed.)*



Of course some of thee people who roam the lands of *Beastmaster* just aren't in the mood to stop and chat. They'd much rather stop and beat you to a pulp.

BEAST MASTER

Authors: WTS Design

BACK TO THE PLOT

In *Beastmaster*, you're searching for the Guiding Light. Well, aren't we all? This particular Guiding Light, though, is the one that's been hidden deep within the hostile world of – oh, they haven't got to that bit yet, eh? Ahem.

Well, you don't really want to know what the hostile world they've hidden the Guiding Light deep in the heart of is called anyway, do you? Of course not, you're only concerned with what the game's all about, aren't you? Good.

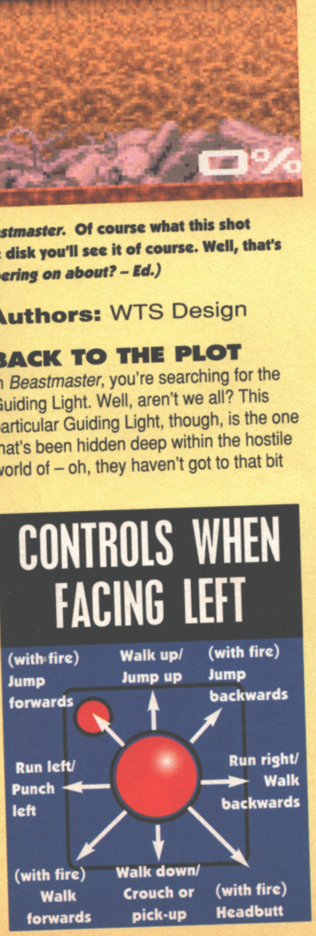
WHAT THE GAME'S ALL ABOUT

Basically, you run around this big map. Sometimes you'll meet some baddies who you have to maim. Sometimes you'll meet some other characters who you can maim if you like, but who you'd be better advised to talk to. Interacting with these dudes can yield useful objects or interesting information, not to mention lots of good karma points to help you when you eventually die and have to be reincarnated as some other creature, hopefully not a slug or dung beetle or some yukky thing like that that you tend to get landed with if you lead a bad and evil life. *(He's not talking about the game any more – Ed.)*

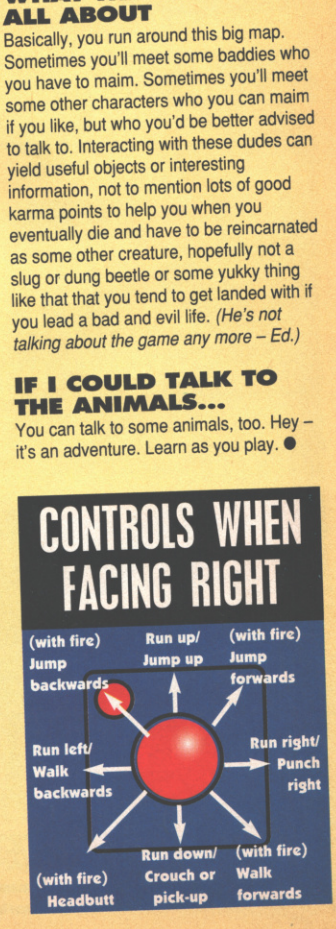
IF I COULD TALK TO THE ANIMALS...

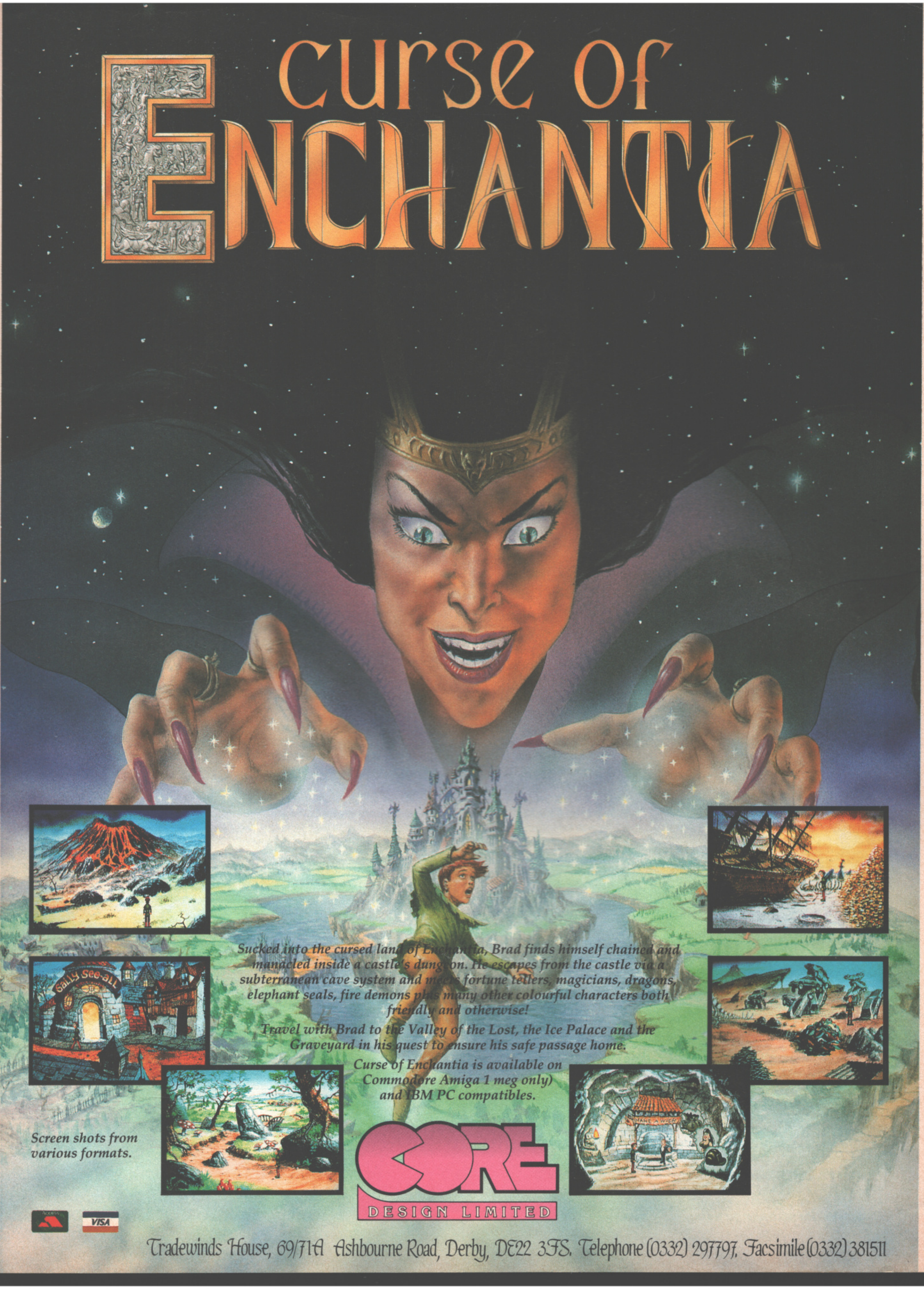
You can talk to some animals, too. Hey – it's an adventure. Learn as you play. ●

CONTROLS WHEN FACING LEFT


(with fire) Jump forwards
Walk up/ Jump up
(with fire) Jump backwards
Run left/ Punch left
Run right/ Walk backwards
(with fire) Walk forwards
Walk down/ Crouch or pick-up
(with fire) Headbutt

CONTROLS WHEN FACING RIGHT


(with fire) Jump backwards
Run up/ Jump up
(with fire) Jump forwards
Run left/ Walk backwards
Run right/ Punch right
(with fire) Headbutt
Run down/ Crouch or pick-up
(with fire) Walk forwards



Sucked into the cursed land of Enchantia, Brad finds himself chained and manacled inside a castle's dungeon. He escapes from the castle via a subterranean cave system and meets fortune tellers, magicians, dragons, elephant seals, fire demons plus many other colourful characters both friendly and otherwise!

Travel with Brad to the Valley of the Lost, the Ice Palace and the Graveyard in his quest to ensure his safe passage home.

Curse of Enchantia is available on
Commodore Amiga 1 meg only)
and IBM PC compatibles.

Screen shots from various formats.

CORE
DESIGN LIMITED

VISA

Tradewinds House, 69/71A Ashbourne Road, Derby, DE22 3FS. Telephone (0332) 297797. Facsimile (0332) 381511

TRUE STORIES

FMG CRISIS UPDATE

If you were one of the many people caught up in the middle of the collapse of Commodore's official Amiga repair agency, FMG, don't despair. On Friday July 10th, Commodore was granted a court order to enter FMG's premises and reclaim all the Amigas which were still being kept there in mid-repair. Top PC manufacturers Wang (who already have the A600 repair contract) have taken over the repairs, and are now working on clearing the backlog.

A spokesman for Commodore said: "We worked all through the weekend trying to put things right. I hope everyone will acknowledge that we're doing everything we can to minimise inconvenience."

Hopefully, by the time you read this, everyone with an Amiga at FMG should have had their machine repaired and returned – if yours is still missing, give Commodore a ring on one of their special helpline numbers, 081 847 2223 or 081 231 3700..

THE SHOW GOES ON

Relax. I'm not about to bore you with the kind of editor's opinion piece you find in most magazines. I just quickly want to welcome you to this issue, and point you over the page there, where you can find out all about what promises to be the year's most exciting computer event: the Future Entertainment Show. That's the hard sell overwith, now to a more, um, embarrassing matter.

Readers of Do The Write Thing may remember from someone claiming to be *Kick Off 2* author Dino Dini which we printed in issue 15. Since then, we've received a letter from (you guessed it) the real Dino Dini. The hoax letter presented him in an unfavourable and unfair light. We'd like to apologise sincerely to Dino for any distress caused, and so point out that the statements we printed regarding meetings and defamatory references to Dino's professionalism are categorically and totally untrue.

We genuinely believed that the original letter and further fax correspondence with its author was from Dino himself, and printed the letter in good faith. However, we've been proven wrong, and so have caused Dino a great injustice, and so apologies to Dino. And if the sad and lonely smart-arse who wrote the hoax letter is reading this... Ever heard of the Fax Directory? We know where you live, sonny. Stay home.

Right that's that over with, now on with the show. Enjoy.

MARK RAMSHAW
EDITOR

COMMODORE'S CD DEALINGS

The new face of Commodore – managing director Kelly Sumner.

Commodore's new MD, Kelly Sumner has decided that the company hasn't been doing quite enough to keep us all up to date with what's going on in Amiga Land. To remedy this sad state of affairs a media open day was held in July to introduce the new look Commodore line-up to all us lovely Amiga journos. AMIGA POWER earned brownie points for being the only Amiga games magazine to bother to turn up (proof positive that we're the ones who care about keeping you properly informed) and we even got a Commodore mug into the bargain.

The hot news is that Commodore are really getting behind CDTV, which they believe is the future of home entertainment. They've just launched the A570 – an add-on CD drive for existing Amiga users. The discussion got terribly techie but the gist is that anyone with Kickstart 1.3 and one meg of fast RAM will be able to plug the A570 drive in and get CDing straight away. (Probably the first good news for anyone with an A500 Plus since the machine was launched!)

The A570 is retailing for £349.99 and is expected to be shipped with the complete Fred Fish PD collection, reckoned to be worth about £1,000! They were also keen to remind us about their trade-in deal for anyone with an older A500 (which would need extensive mods to be able to use the new drive). As we said last month, just give your dealer your old A500 he'll sell you a CDTV multimedia pack for £399.99 instead of £599.99 – not bad eh?

With regards to CDTV sales to date, Kelly estimates that "it's about 15,000. The trade-in seems to have a tremendous effect." Kelly confidently predicts sales in the hundreds of thousands in the next couple of years (but then it's his job to be enthusiastic like that).

There are about 290 people developing software for CDTV with over 90 titles currently available. And for once Commodore are actually working hard to encourage as many people as possible to get into CDTV development by offering deals on kit and software.

On the games side, though, things are slow to take off and early efforts like *Psycho Killer* did nothing to boost our expectations. The new games (like *CDTV Sports Football* and *Sherlock Holmes*, which we mentioned last month) look pretty impressive at first glance, but we'd like the chance to play them ourselves before we rave too much.

The only other news of interest to AP readers is that the A600 is selling well (with suitably extravagant projections of future sales) and that less than 1.5 percent of them are being returned for repair (they usually expect closer to seven or eight percent of their machines to fail).

'We've shipped something like 65,000 A600 Amigas to the trade since April. We haven't had one PCB failure', reckons Kelly.

So as far as Commodore are concerned, it seems the Amiga (in all its incarnations) is alive and well and confidence is high for the future.

Right and far right: Commodore's CDTV and A570 CD systems. Is this a new beginning?

WE ENTERTAIN WITH ATTITUDE!

The Future Entertainment Show

When? November 5–8.
9.30am –5pm, Thursday, Friday & Saturday.
9.30am – 4pm Sunday.
Where? Earls Court 1 and 2, London.
Admission: £7 Adults
£5 Under 14s (For pre booked tickets £5.95 and £3.95 respectively)

Why? The World Of Commodore show proved so successful last year, that this year's simply had to be bigger, better, and, well, more. Thus The Future Entertainment Show was conceived, and is set to be the biggest, grandest mass gathering of the computer games industry seen so far this decade. Set in halls 1 and 2 of Earls Court it promises to be the first Olympic equivalent for the industry. In conjunction with Virgin retail, the show will also see the climax of the National Computer Games Championships. It's going to be one hell of an extravaganza covering every leisure platform from consoles to your favourite, the Amiga. There will be a giant video wall, two massive games arcades, an 'electronic game experience', a Christmas shopping area, technical seminars, competitions, rides, fast food, music demos, together with mass coverage by TV broadcasts and live radio. It's definitely going to be the ultimate entertainment experience for the industry and you, the public, alike.

● The National Computer Games Championship is being organised by Future Publishing in association with the new ITV networked Yorkshire TV computer programme, Bad Influence. Prize money of £20,000 will be awarded to the winners at the Future Entertainment Show – that's £10,000 for the winner and £1000 each for 10 runners-up. Six regional heats of the competition will be held in Virgin Games Centres this autumn. There'll be national TV coverage through Bad Influence and local media will be covering each of the events. Keep an eye out next issue for details of the Championship heats due to be held in Virgin branches in London, Manchester, Birmingham, Glasgow, Newcastle, and Bristol. The best players during the week will then enter a regional play-off hosted by Virgin Retail and the Future Entertainment Show, in association with Yorkshire TV.

● National TV coverage of the Games Championship will go out on network ITV. October 29th is scheduled for the first episode of Bad Influence. The quarter finals will be filmed on November 5th,the first morning of the show, for transmission later that afternoon. Filming will continue throughout the show, with a full Championship report on the November 12th TV show.

● Massive! Software publishers booked so far include Electronic Arts, Gremlin Graphics, Ocean, MicroProse, Domark, Psygnosis and there'll be a massive stand from Commodore.

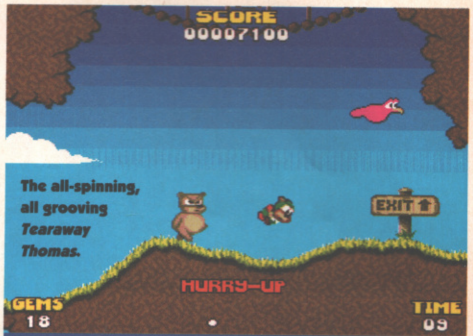
● If you're looking for something new, something different or just a good time, then you know where it's at! Electronic Arts will be showing *Desert Strike* and *Road Rash* for the first time, while Gremlin premiere *Mansell* and *Zool. B17*, *Atac*, *Gunship 2000* make up Microprose's new posse. Domark will be unveiling a *Harrier Assault*, as well as *International Rugby Challenge*. And that's just a taste of what's in store.

● Call the credit card hotline now, on 051 356 5085, to avoid disappointment. It's going to be big!

DESERT STRIKE
RETURN TO THE GULF

EARLS COURT
2

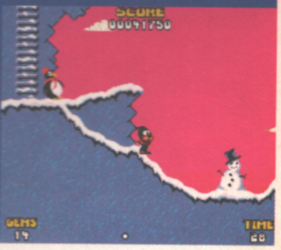
Left: EA's *Desert Strike* is just one of the big names getting its first outing at the show. Below: Last year's World Of Commodore – a roaraway success.



The all-spinning, all grooving *Tearaway Thomas*.

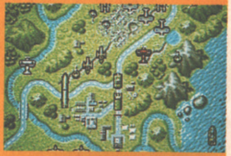
SMARTER THAN THE AVERAGE HEDGEHOG

It's unlikely that you've seen or heard anything about Soundware's *Tearaway Thomas* before. Which is rather strange, when you consider how knock-dead-groovy it is. Far be it for us to rave on about something before it's complete, but *Tearaway Thomas* is just...well...very nice indeed. It's a pure platform game (without even the bother of fighting with the nasties), but boasts some Sonic-esque stunts from the main character, and the fastest, smoothest movement we've yet seen. Yep, it looks like being just a bit on the special side. Watch out for a full review (and hopefully more besides) next month.



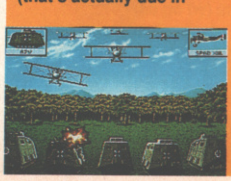
Thomas gets up to some hyper-speed *Fire & Ice*-style antics.

DON'T MENTION THE WAR



Well, it certainly looks like it might be pretty playable.

You may have noticed that the Blue Byte and Play Byte labels (home of the most excellent *Apidya*) have begun pushing products on their own labels. So what? Well, we only mention because *History Line 1914-18* is all set to appear on the Blue Byte label around October. Take a look at the screen shots and you may recognise the visual style as that of *Battle Isle* (sold through Ubi Soft). Well, *Battle Isle 2* this isn't (that's actually due in February '93). Instead it marks the beginning of a *History Line* series, with such goodies as seasons, realistic urban and battlefield terrain (woods, valleys, railroads, cities, bunkers, tank barriers and the like) and a realistic range of airplanes, airships and tanks (with newer machinery being introduced as the war progresses. A wargame we potential, we reckon.



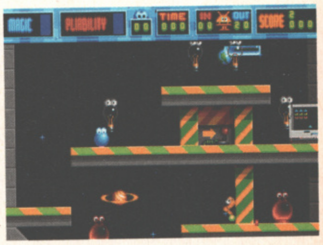
Smart looks and accessibiliy, in *History Line*.

VS

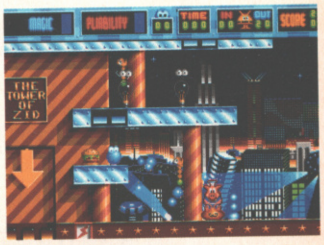
VS SILLY PUTTY?!

It's sounds like one hell of a battle, but as System 3's Adrian Cale puts it "With *Silly Putty* we're really aiming to give Amiga owners their own game mascot – a character to rival Sega's Sonic and Nintendo's Mario." Wow, now that's ambition. Now *Silly Putty* is really a very different sort of game, far removed from the adrenaline action of the other two games. There's none of that speeding all over the place malarky for *Silly Putty*, oh no. Instead *Silly Putty* oozes along in its own good time, with the result that the game has a very strong strategic side. But character-wise, just how does that lump of slime compare to his rivals? Let's take a quick look...

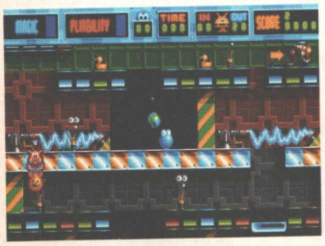
	SONIC THE HEDGEHOG	MARIO	SILLY PUTTY
SPEED	Hot to trot. There's no doubt about it, Sonic is faaaast!	Average for a middle-aged mustachioed games freak	Slow, but sure. Slow to get there and sure to leave a gooey mess.
LOVEABILITY	Real cute appeal. A touch smarmy, perhaps?	None whatsoever. He's too old and ugly!	There's something irresistable about an amorphous blob of goo.
BOUNCABILITY	Far and fast. Very powerful.	Fair to middling.	Very controllable indeed.
CLINGABILITY	None	None	Sticks like a very, very sticky thing.
MALLEABILITY	Can curl into a ball.	None.	Squidgier than a bar of chocolate on a hot day.
COOKABILITY	Roast hedgehog. Mmmm.	No way.	Hot slime? No thanks.
SPECIAL ABILITY	Super speed and spike protection.	Manipulates objects. Super jumps and running.	Shape-shifting and energy absorbing.



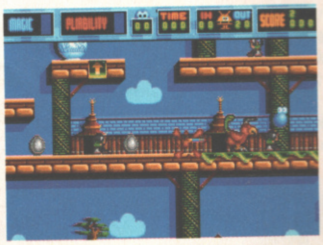
Putty finds some nasties to light his way.



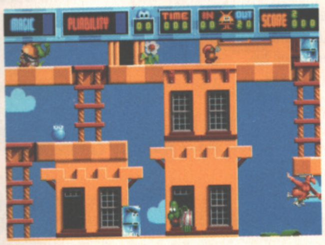
The wonderfully cartoony Tower of Zid.



That lush *Silly Putty* visual style in full.



Putty crosses the path of a mad chicken.



Save the frozen robot, if you dare.

Well, that proved absolutely nothing. But the gloves are off. Find out in next month's review whether *Silly Putty* oozes sex appeal. In the meantime, here are more pictures to gorge yourself on. You lucky people.

PHILIPS MONITOR THE LOTUS POSITION

After the roaring success of last year's *F-19 Stealth Fighter* special bundle, Philips are once again offering buyers a new deal with their best-selling CM833/II monitor (as used by AMIGA POWER). This autumn purchasers of the monitor will also get a copy of Gremlin's top-selling and highly rated *Lotus Turbo Challenge 2*, and have the chance to win a day for two, at Silverstone circuit during the 1993 British Grand Prix. And! For the duration of the deal (October to January) 10 buyers each month will also win a radio-controlled Ferrari Testerossa car. Plus! If you fancy the monitor but already own *Lotus 2*, then they'll generously swap it and £5 for a copy of *Lotus: The Final Challenge*. Now you can't say fairer than that. And finally! To celebrate all of this, Philips are offering one lucky reader the chance to win a CM833/II monitor. Simply turn to our Reader's Top 100 questionnaire on page 65. All you have to do is vote for your 10 favourite Amiga games (and the worst) and you'll be entered into the draw to win the CM833/II monitor and Gremlin's *Lotus 2* game. Like, wow.

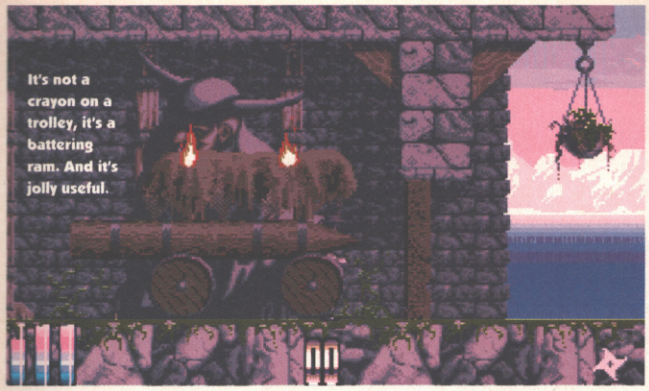
Philips break on through with another excellent bundle.

ECTS ERA

Before the hoopla of the Future Entertainment Show, a sizeable portion of the industry will be gearing up for the European Computer Trade Show, which takes place over three days from Sunday 6th September at the Business Design Centre in London. Exhibitors confirmed for the show include Philips, Ocean, Konami, Electronic Arts and Virgin. Sadly, it is of course a trade-only show. But worry not, AMIGA POWER will be there to dig up the latest Amiga-related news and gossip. Of course if you are trade, and wish to attend, then contact Lynne Davey on 081 742 2828.

Virgin GAMES

The ECTS – the computer industry's major trade-only show.



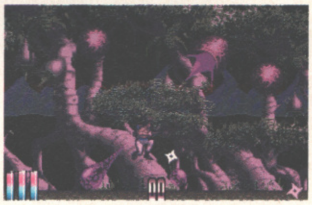
It's not a crayon on a trolley, it's a battering ram. And it's jolly useful.

OOH, YOU BEAST

Just when you thought it was safe to read Complete Control, *Shadow Of The Beast III: Out Of The Shadow* is coming from Psygnosis, purveyors of all things epic and lovely.

Beast III is being produced by Reflection, the team responsible for the first two Beast games. We asked their Paul Howarth what they'd learned from their previous experience...

"We listened to everyone's complaints about *Beast I* and *II* before we started on this one, reading the registration cards and stuff like that. The end result is that we've written this game almost entirely from scratch, with practically nothing of the other two making it into this sequel. All there is is *Beast I*'s scrolling (since it had zero gameplay, there wasn't much we could pinch anyway!) and *Beast II*'s puzzle element, which we've taken and expanded on massively. In fact, *Beast III* is primarily a puzzle game – we've tried to make it so that once you've worked out how to solve each problem, it's easy to actually do it – there aren't any tricky pixel-perfect jumps to make or anything annoying like that, and there's not nearly as much fighting with baddies. In that respect the game should be a lot easier to play than *Beast II*, but the mental challenge ought to make it nearly as difficult to complete.

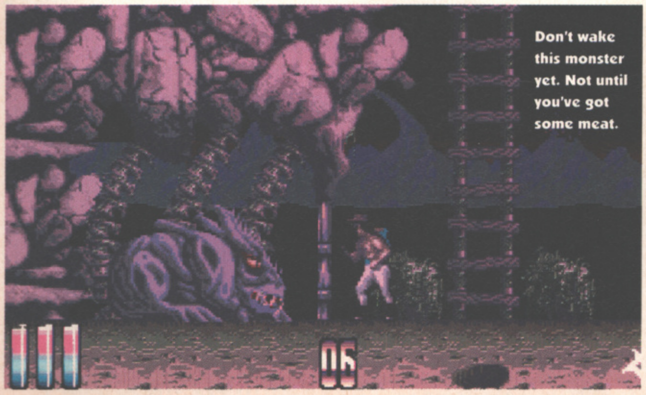


Stranded in the jungle. Good looking atmospheric graphics in *Beast III*.

"With luck *Beast III* will be a bit friendlier than the other games, though. There are four levels, you can start on either of the first two, and when you do one you get a code for another one, so that you never have to be stuck at one particular bit of the game – you should always have two bits to choose from, right up to the last level.

"There's a bit more to it than just solving the puzzles, though. Each level has its own quest, with an object to collect which, when combined with the objects from the other level, will allow you to wield the ultimate weapon in the final battle against Maletoth. Basically, this time we've got gameplay to go with the lovely graphics."

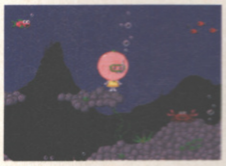
While *Beast III* certainly isn't going to sell thousands of Amigas by itself, as its predecessors did, it looks like being a considerably better game.



Don't wake this monster yet. Not until you've got some meat.

COME BACK CHUCK!

Fans of PD graphic demos will instantly recognise the character in the screenshot here. Chuck and Peroxide Girl have already starred in their own 'Amiga movies' and are now set to appear in their very own games. Lincolnshire-based Fission Soft are the new team behind the games, with original Chuck and Peroxide Girl artist Steve Packer handling graphics duties. 'We're also willing to take on freelance coders', says Fission spokesperson Andrei Nadin, so give 'em a call on 0780 51642 if you're interested. Meantime, lookout for updates on *Chuck's World* and *Peroxide Girl*.



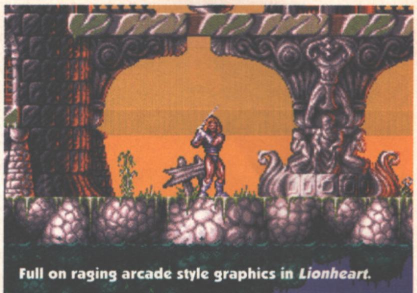
New team Fission Soft – immersed in *Chuck's World*.

MORE GOD FODDER

If there's anyone out there who'd like a bit more *Populous II* , this could be your lucky day. Hopefully hitting what we laughably term 'the streets' even as we speak, *Populous II: The Challenge Games* provides *Pop II* players with a new set of graphics (based in feudal Japan), new godly powers (such as being able to unleash explosive firebursts and, er, plant flowers), but most importantly a whole new game style.

The conquest games give you over 40 challenges, increasing in complexity and difficulty, as well as five tutorial games which ease you gently into familiarity with your new capabilities.

And what do you need to access all this top new fun? An original *Populous II* disk, and £14.95.



Full on raging arcade style graphics in *Lionheart*.

RICHARD'S GEAR

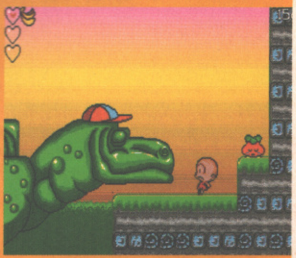
Meanwhile back at Thalion, we find *Lionheart*, a potentially corking platform exploration beat-'em-up fest. Similar superficially to Core's *Wolfchild*, the programmers are 'aiming to the push the Amiga to its limits.' The aim of the German programming team is simple: to produce a top quality console-alike on the Amiga. Why make do with 16 or 32 colours all the time, for instance? Each level of the game will be as technically advanced as possible, with over a hundred colours on some levels, huge sprites on others, and various levels of parallax.

The main hero is also something to shout about, with a varied range of moves which enable the player to execute a variety of sword swings, cling to ropes etc. Animation of the main guy and the baddies is being handled with a remarkable degree of style. Although still a few month's from completion, *Lionheart* has the potential to be one of the classiest console-style games around.

That fluid character movement in full.

MAD ABOUT THE KID

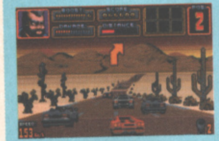
Top continental software heroes Hudson Soft (of *Dyna Blaster* fame) are winding up to release an Amiga conversion of the popular PC Engine game *PC Kid* (also known, it says here, as *Bonk*). To be called (for no immediately apparent reason) *BC Kid*, the Amiga should boast all the same features and the same console-style-walk-along-beat-'em-up (we really are going to have to think of a decent name for this genre at some point) gameplay. Handling the job (and making a pretty decent job of it, if the demo of the first two levels we've seen is anything to go by) are Factor 5 (the programmers of *Turrican*), and the finished game (which will, incidentally, be one of what's now a steadily growing number of titles which support two-button joysticks – buy your Mega Drive joypad now!) should be available in time to make an appearance in Christmas stockings everywhere.



The Charlie Brown-esque hero of Hudson Soft's *BC Kid*.

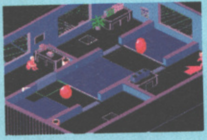
AMIGA POWER RECOMMENDS

Another six of the best, including two which you really should have bought by now. But just in case...



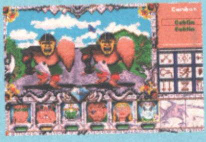
CRAZY CARS II (Titus)

Jaguar schmaguar, and Lotus schmotus. *(Eh? – Ed).* If you want a car-racing game with big sprites, pretty backdrops, AND a bit of gameplay thrown in on top, *Crazy Cars III* leaves both *Jaguar* and *Lotus 2* stalled at the starting line. It's faster, smarter, cleverer and miles more fun than either of those two illustrious predecessors, and more evidence of Titus' miraculous transformation into a real top-quality outfit. Get it. Now.



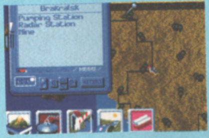
D/GENERATION (Mindscape)

After the triumph of *Legend*, Mindscape come up with another winner. And why pay more? Not only is this a beautiful, playable, addictive, superbly-designed and massively entertaining isometric 3D arcade adventure (as you should know yourself anyway from our fab playable demo of level two on last month's coverdisk), but it only costs £20! Send a message out to the industry, and get yourself a great game at the same time.



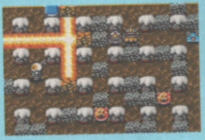
MIGHT & MAGIC III (New World Computing/US Gold)

Okay, so you might have seen a whole load of games like this already, but how many of them have got a fabby bubble monster that looks like it's made entirely out of snot, eh? Mind you, the snot-monster-count isn't all this game's got over *Beholder 2*, *Black Crypt* and all the rest – it's bigger, prettier and friendlier too. You've seen it before, but this is the current state of the art, and a very nice state it is too.



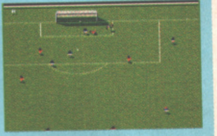
ASHES OF EMPIRE (Mirage)

This utterly vast strategy adventure will provide you with more hours (weeks; months) of play than just about anything else going. It's not so much a game as an interactive documentary thriller centred around the disintegration of an empire not entirely unlike the Soviet Union, and while the 3D arcade scenes jar a little after a while, the depth of strategy ensures that you'll be absorbed beyond measure. Probably.



DYNA BLASTER (Ubi Soft)

Still not making anything like the impression on the charts it should do, frankly. What's the matter with you out there? Don't any of you have any friends or something? We've said it before, we're saying it this month (in Two Can Play At That Game, page 86), and we'll say it again now for extra clarity: *Dyna Blaster* is utterly wonderful. Go buy it, or we're going to come round your house and demand that you out and get a life.



SENSIBLE SOCCER (Renegade)

Since AMIGA POWER started, only one game has ever held on to the Number One spot in the Gallup charts for more than one month, and *WWF Wrestlemania* managing it was more due to the weird chart schedules around Christmas than anything else. This month, as last month, our joint-highest-marked-full-price-game-ever stands proud at the top of the charts again. And so it damn well should. Long may *Sensible Soccer* reign.

DON'T QUOTE US

The column that isn't necessarily decent, honest, or truthful.

- Just why are there so many CDTV T-shirts on the streets of Britain? Surely they can't all own CDTV machines? And just why do Commodore employees never seem to wear them? We should be told.
- Don't spread it around, but somebody (aside from US Gold with their *Legend Of Valour*) has successfully developed a fast 3D texture-mapping environment for the Amiga. Not quite as complex, but just as fast, and almost as detailed as Origin's *Ultima Underworlds* for the PC (claimed by some to be the best computer game ever), it's due to make an appearance sometime early in '93.
- And don't hold your breath for the sequel to Core's *Chuck Rock*. The word is that the street date has been put back some six months, so it's unlikely we'll be seeing any new caveman antics until early '93..
- Will anybody be bidding for the rights to Far And Away, the new Tom Cruise flick? Does anybody care?
- This month in our 'Person We'd Like To See As A Programmer' corner we've got... Béatrice Dalle. Her programming masterpiece could be a variation on *Bonanza Bros*, with the player controlling Béatrice herself, as she wanders around mansions stuffing jewels and stuff into her thigh-length boots. Sexist? Us? Etc.

Extra huge gratuitous Béatrice Dalle piccy.

CRAZY SUMMER OFFERS FROM BCS

AMAZING DEALS

3 1/2" DS/DD Free labels

New A600 £358

3.5" Posso 150 cap stackable box £15.00

Bulk Buyers Lifetime Disk Guarantee
50 3.5" DS/DD £22.99
100 3.5" DS/DD £37.99
150 3.5" DS/DD £52.99
200 3.5" DS/DD £69.99
400 3.5" DS/DD £138.99
500 3.5" DS/DD £165.99
Price includes VAT & P&P

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GVP's HD8+ hard drive and A530 hard drive with 40MHz accelerator, represent the highest quality Amiga 500 peripherals, at very affordable prices. Each incorporates a Quantum disk drive, RAM expansion capability, custom VLSI chip and FAAASTROM SCSI driver, for unbeatable performance.

The HD8+ hard drive offers up to 8Mb of standard internal Fast RAM expansion and the A530 Combo, up to 8Mb of 32-bit wide fast RAM expansion. Both feature a SCSI controller, which supports up to 6 additional devices, and an Autoboot/Game cut-off switch. Both are available in 52, 120 and 240Mb hard drive versions.

In addition, the A530 Combo zooms the Amiga forward with an 030 accelerator, running at a blistering 40MHz. This enables your Amiga 500 to run at an incredible 12.1 MIPS, faster than an Amiga 3000! No other product in the world combines all the features found in the A530 Combo! A plug-in PC emulator option, shown below, is available for both the HD8+ and A530 Combo.

	HD8+	A530
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QUANTUM SCSI HARD DRIVE 52, 120 & 240Mb VERSIONS	●	●
ULTRA FAST 11ms ACCESS	●	●
TRANSFER RATE UP TO 2,100K/sec* (*THE RATE OF THE 240Mb HD)	●	●
ACCELERATOR		
40MHz 68030EC CPU		●
OPTIONAL 68882 MATHS CO-PROCESSOR		●
RUNS AT 12.1 MIPS (FASTER THAN AN A3000!)		●
HARDWARE SUPPORT TO MAP KICKSTART INTO 32-bit WIDE FAST RAM FOR FASTER OPERATION (LIKE CACHING THE OPERATING SYSTEM)		●
RAM BOARD		
UP TO 8MB OF 8 OR 9-bit FAST RAM (8 OR 9-bit WIDE SIMMS - 120ns OR QUICKER)	●	
UP TO 8Mb OF 32-bit WIDE FAST RAM (32-bit WIDE SIMMs - 60ns)		●
1Mb POPULATED		●
OTHER FEATURES		
HDD/ACCELERATOR 'CUT-OFF' SWITCH FOR 100% GAME COMPATIBILITY	●	●
SCSI CONTROLLER FOR UP TO 6 ADDITIONAL DEVICES	●	●
VLSI CUSTOM CHIP	●	●
FAAAST ROM SCSI DRIVER	●	●
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HD8+

WHAT THE PRESS SAY:

'Superb [illegible] aesthetics and blinding speed make [illegible] best A500 hard drive' — [illegible]

'GVP claims [illegible] fastest hard drive in the world and none [illegible] could prove that wrong'. AMIGA SHOPPER

'Overall: Untouchable. THE choice' AMIGA SHOPPER

'Still the best hard [illegible] 92%' [illegible]

PLUG IN HARD DRIVES & ACCELERATORS

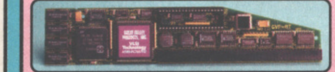
PRICES FROM:

£379

MODEL	52Mb HD	120Mb HD	240Mb HD
HARD DRIVE HD8+	£379 Ref: HAR 0852	£499 Ref: HAR 0920	£779 Ref: HAR 0942
A530 COMBO HARD DRIVE & ACCELERATOR	£749 Ref: HAR 0962	£869 Ref: HAR 0974	£1149 Ref: HAR 0986

PC EMULATOR

PLUG-IN OPTION FOR HD8+ & A530



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- 512K of PC RAM plus the use of Amiga RAM
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This powerful 286 emulator module simply plugs into the "mini-slot" of the GVP HD8+ or A530 (without invalidating the warranty). It has full access to the Amiga's resources and allows you to run PC and Amiga programs at the same time, giving you two computers in one.

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Ref: EMU 0500

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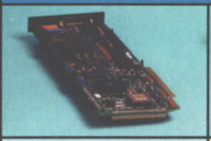

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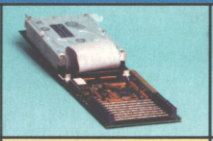

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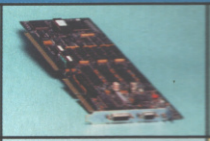

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RAM BOARDS

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- *Upgrade in 2Mb increments*
- *Supports industry standard RAM chips*
- *Diagnostic software included*
- *Fully auto-configuring*

The RAM-8 offers an easy way to upgrade your 1500 or 2000 in 2Mb increments up to 8Mb. The RAM 8 is fully auto-configuring and is supplied with peace-of-mind diagnostic software. 6Mb configuration supported for bridgeboard owners

0Mb populated	RAM 2800	£99
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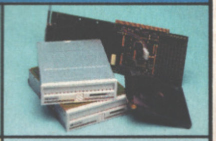

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AMIGA POWER PENGUIN GALLUP CHARTS TOP 100

LURE OF THE TEMPTRESS

Just as we expected, *Temptress* has entered high in the charts, chasing hard after US Gold's *Monkey Island*. Not surprisingly Virgin's Caroline Stokes is over the moon with *Temptress*' success: "We expected *Temptress* to get into the top ten at least – everyone involved at Virgin and Revolution worked very hard for this top quality product and it deserves to get there".

DUNE

17
TALK TO ME
STAY HERE
TALKING

Fremen live in sietchs. Villages were made by immigrants. Fremen don't usually go to villages... er... we don't even know their locations very well.

Dune is Virgin's other new entry this month. It's not just an adventure, but a strategy game-cum animated book, appealling to gamers not normally into the more cerebral genres. Virgin's Caroline Stokes is "very happy that it's at least got into the top 20. It's been a delight to work with right from the very start".

CHARTS
COMPILED BY GALLUP
SPONSORED BY PENGUIN BISCUITS
ELSPA
PENGUIN

★★★★★ Exceptional ★★★★★ Nearly there ★★★★ Very good ★★★ Has its moments ★★ Flawed ★ Dire

1 (-) **SENSIBLE SOCCER** Renegade/Mindscape £25.99 ★★★★★
2 (-) **MONKEY ISLAND 2** US Gold £37.99 ★★★★★
3 (4) **STRIKER** Rage Software £25.99 ★★★
4 (NE) **LURE OF THE TEMPTRESS** Virgin £30.99 ★★★★★
5 (8) **FIRE AND ICE** Renegade/ Mindscape £25.99 ★★★★
6 (13) **FORMULA ONE GRAND PRIX** MicroProse £34.99 ★★★★★
7 (NE) **PRO TENNIS TOUR** Hit Squad £7.99 ★★★
8 (9) **RAINBOW ISLANDS** Hit Squad £7.99 ★★★★★
9 (12) **JAMES POND** GBH £7.99 ★★★
10 (6) **FIRST DIVISION MANAGER** Code Masters £7.99 ★
11 (3) **EPIC** Ocean £29.99 *
12 (11) **F-16 COMBAT PILOT** Action 16 £9.99 ***
13 (10) **CHAMPIONSHIP MANAGER** Domark £24.99 ***
14 (30) **GRAHAM TAYLOR SOCCER CHALLENGE** Krisalis £25.99 ****
15 (–) **THE ADDAMS FAMILY** Ocean £29.99 ***
16 (5) **JAGUAR XJ220** Core Design £25.99***
17 (NE) **DUNE** Virgin £30.99****
18 (70) **EUROPEAN FOOTBALL CHAMPIONSHIP** Domark £25.99 ***
19 (NE) **CIVILIZATION** MicroProse £34.99 ****
20 (34) **NEW ZEALAND STORY** Hit Squad £7.99 *****
21 (12) **MAGICLAND DIZZY** Codies £7.99 ***
22 (18) **THE MANAGER** US Gold £30.99 *
23 (21) **JOHN MADDEN AMERICAN FOOTBALL** Electronic Arts £29.99 *****
24 (14) **EYE OF THE BEHOLDER 2** US Gold £35.99 ****
25 (84) **PUSHOVER** Ocean £25.99 ***
26 (31) **PGA TOUR PLUS** Electonic Arts £29.99 ***
27 (19) **JIMMY WHITE'S WHIRLWIND SNOOKER** Virgin £29.99 *****
28 (24) **WORLD CRICKET** Zeppelin £7.99 ***
29 (20) **PROJECT X** Team 17 £25.99 ***
30 (22) **LOTUS TURBO CHALLENGE** GBH £9.99 *****
31 (16) **SCOOBY-DOO AND SCRAPPY-DOO** Hi Tec Software £7.99 *****
32 (58) **MYTH** System 3 £25.99 ***
33 (40) **ALIEN BREED** Team 17 £24.99 ***
34 (NE) **PANG** Hit Squad £7.99 *****
35 (74) **OPERATION THUNDERBOLT** Hit Squad £7.99 ***
36 (37) **MIDNIGHT RESISTANCE** Hit Squad £7.99 ****
37 (36) **LOMBARD RAC RALLY** Hit Squad £7.99 ***
38 (43) **WORLD SERIES CRICKET** Soundware International £29.99 **
39 (NE) **HOOK** Ocean £25.99 ****
40 (69) **FOOTBALL MANAGER** Pocket Power £2.99 *
41 (55) **JAMES POND 2** Millenium £25.99 ****
42 (45) **TRI STAR SPORTS** Soundware Int. £7.99 **
43 (53) **BIRDS OF PREY** Electronic Arts £34.99 **
44 (32) **TOYOTA CELICA RALLY** GBH £7.99 ***
45 (35) **BATMAN THE MOVIE** Hit Squad £7.99 ****
46 (NE) **PAPERBOY 2** Mindscape £25.99 *
47 (41) **ROBOCOP** Hit Squad £7.99 **
48 (27) **DIZZYS EXCELLENT ADVENTURES** Code Masters £24.99 ****
49 (25) **SPACE CRUSADE** Gremlin £25.99 ****
50 (31) **LITTLE PUFF** Code Masters £6.99 **
51 (73) **PINBALL DREAMS** 21st Century Entertainment £25.99 *****
52 (46) **SUPER OFF ROAD** Tronix £9.99 ****
53 (NE) **HUNTER** Activision £29.99 *****
54 (26) **WACKY RACES** Hi-Tec Software £7.99 ***
55 (86) **STUNT CAR RACER** Kixx £7.99 ***
56 (63) **ULTIMATE GOLF** GBH Gold £9.99 **
57 (33) **APIDYA** Play Byte £25.99 *****
58 (NE) **DYNA BLASTER** Ubi Soft £30.99 *****
59 (NE) **TEAM SUZUKI** GBH £7.99 ***
60 (RE) **DOUBLE DRAGON 2** Tronix £9.99 ***
61 (NE) **EURO SUPERLEAGUE** CDS £24.99 **
62 (28) **EMLYN HUGHES INT SOCCER** Touchdown £9.99 **
63 (93) **MANHATTAN DEALERS** Pocket Power £2.99 **
64 (35) **POPEYE 2** Alternative £7.99 ****
65 (80) **LAS VEGAS** Pocket Power £2.99 **
66 (61) **WWF WRESTLEMANIA** Oceans £25.99 *
67 (42) **HEAD OVER HEELS** Hit Squad£7.99 *****
68 (NE) **INT 3D TENNIS** GBH £7.99 **
69 (65) **FANTASY WORLD DIZZY** Codies £6.99 ***
70 (NE) **GOBLIIINS** Dream Factory £25.99 ****
71 (57) **EASY AMOS** Europress Software £34.99 ***
72 (48) **CHASE HQ** Hit Squad £7.99 *
73 (64) **SPECIAL FORCES** MicroProse £34.99
74 (38) **BLACK CRYPT** Electronic Arts £25.99 ****
75 (49) **ITALIA 90** Tronix £9.99 **
76 (29) **MAN UNITED** GBH £7.99 *
77 (60) **SHADOW OF THE BEAST** Sizzlers £7.99 **
78 (56) **POPULOUS 2** Electronic Arts £29.99 *****
79 (68) **INT ICE HOCKEY** Zeppelin £7.99 **
80 (54) **ALTERED BEAST** Hit Squad £7.99 **
81 (NE) **CJ IN THE USA** Code Masters £7.99 **
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83 (82) **MOUSE TRAP** Pocket Power £2.99 ***
84 (81) **A320 AIRBUS** Thalion £35.99 **
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90 (17) **JOHN BARNES FOOTY** Krisalis £25.99***
91 (39) **ROBOCOP 3** Ocean £25.99 ****
92 (52) **SLY SPY SECRET AGENT** Hit Squad £7.99 **
93 (NE) **EURO CHAMPIONSHIP 1992** Elite £25.99 ***
94 (NE) **THAI BOXING** Pocket Power £2.99 *
95 (77) **ARMOUR-GEDDON** Psygnosis £25.99 ***
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98 (NE) **PANZA KICK BOXING** Kixx £9.99 **
99 (NE) **ICE HOCKEY** Pocket Power £2.99 **
100 (RE) **ABANDONED PLACES** Electronic Zoo £29.99 ***

We figure you must have some idea how the charts work by now, so briefly: they're © ELSPA, they mix budgies and full pricers together, games are rated in stars, and now they're sponsored by Penguin!

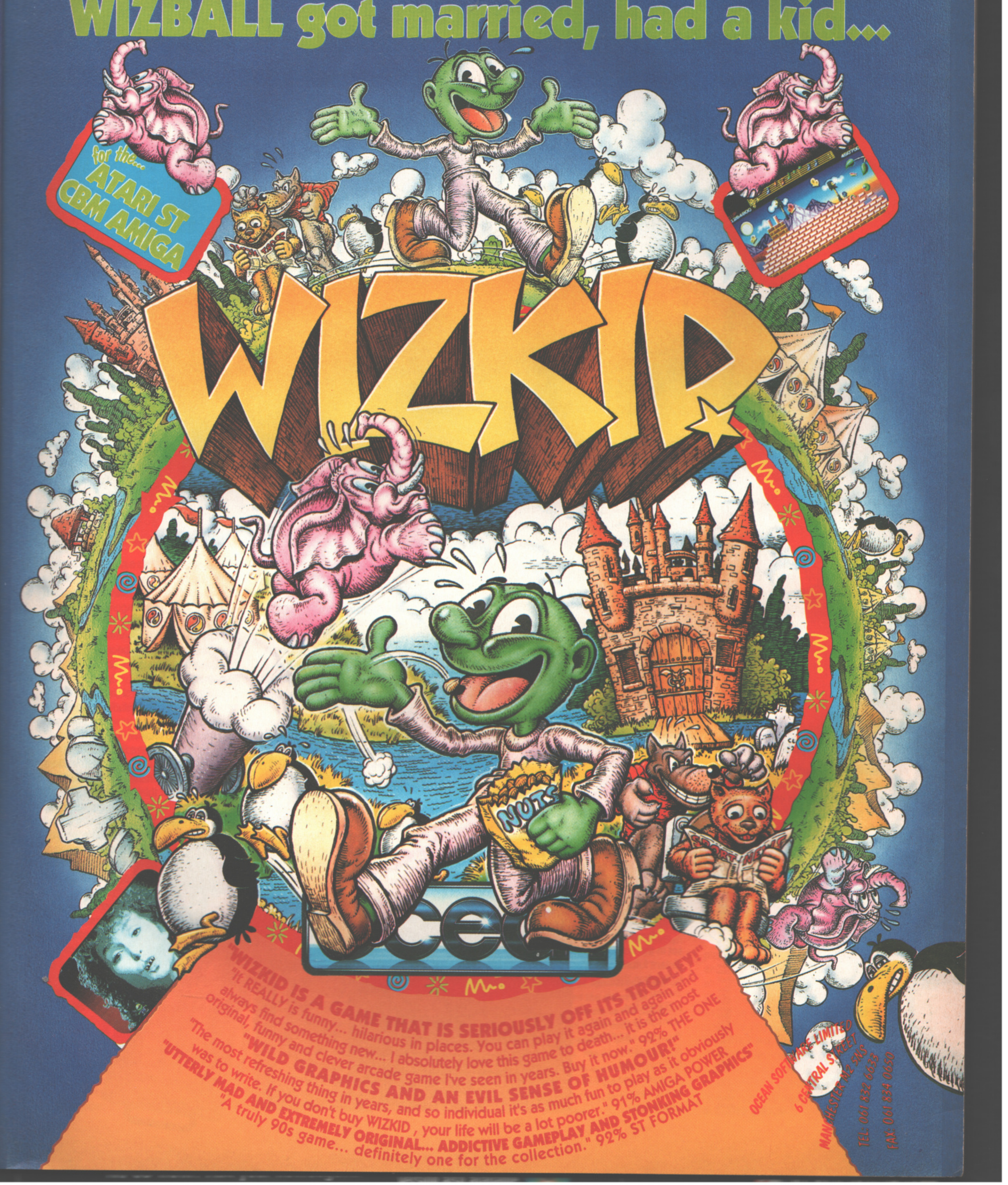
EUROPEAN FOOTBALL CHAMPIONSHIP

Domark's Brynn Gilmore is well pleased with the fact that *European Football Championship* has climbed from 70 in last month's chart, right up to number 18. "It's fantastic, it took it's time, but now it's up there and we're very pleased. We know it's good and this position shows that the soccer fanatics do too."

CIVILIZATION

LATEST OLYMPIC GAMES RESULTS!
Sumer Today
1, 50 AD
Barbarians capture Sumer. 230 gold pieces plundered.
Press any key to continue.

Civilization author Sid Meier had a good deal of success with his previous release *Railroad Tycoon*, despite some lukewarm reviews. This latest release is certainly an improvement, and despite some presentation gaffes, offers an entertaining blend of economics, politics, defence and exploration. Over to Microprose's Emma Garret: "We're very pleased with it going into the top 20, but we do expect it to go higher. We would like it to do as well as the PC version which reached number two."


WIZBALL got married, had a kid...
for the... ATARI ST CBM AMIGA
WIZKID
NUTS
SPORT NEWS
ocean

"WIZKID IS A GAME THAT IS SERIOUSLY OFF ITS TROLLEY!"
"It REALLY is funny... hilarious in places. You can play it again and again and always find something new... I absolutely love this game to death... it is the most original, funny and clever arcade game I've seen in years. Buy it now." 92% THE ONE
"WILD GRAPHICS AND AN EVIL SENSE OF HUMOUR!"
"The most refreshing thing in years, and so individual it's as much fun to play as it obviously was to write. If you don't buy WIZKID , your life will be a lot poorer." 91% AMIGA POWER
"UTTERLY MAD AND EXTREMELY ORIGINAL... ADDICTIVE GAMEPLAY AND STONKING GRAPHICS"
"A truly 90s game... definitely one for the collection." 92% ST FORMAT

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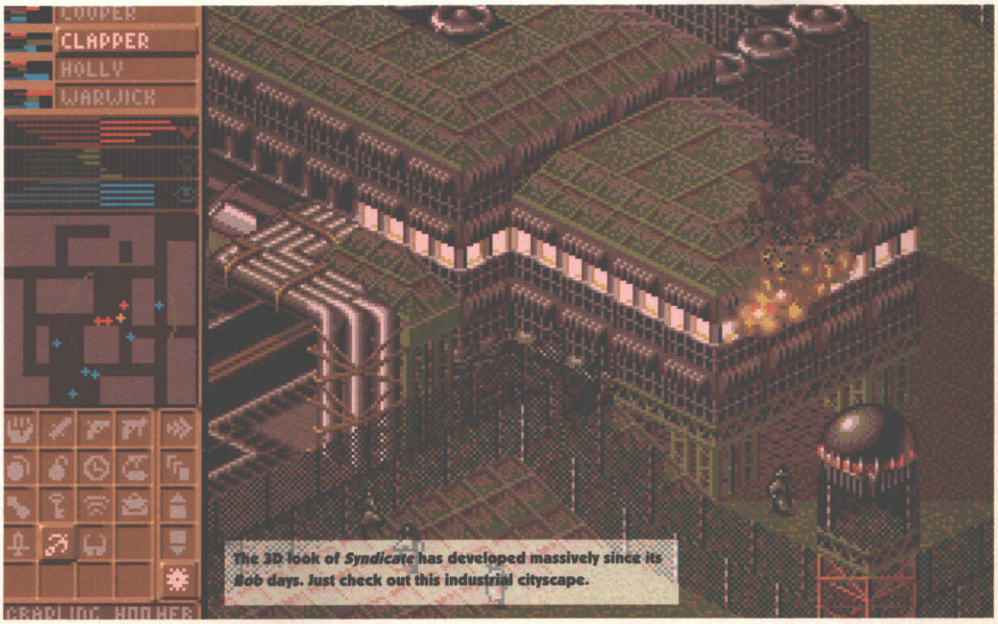
It's summertime and your clairvoyant has probably gone off on holiday – so let AP show you the future...

SYNDI



The 3D look of *Syndicate* has developed massively since its *Bob* days. Just check out this industrial cityscape.

Game: Syndicate
Publisher: Electronic Arts
Programmers: Bullfrog
ETA: October

Briefly: "We went through a billion and one names to get away from *BOB*. We had Hostile Takeover, which was a hot favourite, but there were some really crap ones, too: Influence, Nexus, Network, Cartel, REPS (Retro Engineered Persuasive Salesmen), Infiltrader, Legal Tender and Illegal Tender. And eventually *Syndicate* came up."

That's Bullfrog's Peter Molyneux talking about *Syndicate* (first previewed under the *BOB* monicker back in issue two of AMIGA POWER), the team's most ambitious undertaking to date, so they say.

Syndicate is set in the not-too-distant future in a time when the 'neural chip' provides the ultimate in escapist illusions. The small, inexpensive technological miracle is plugged in to the back of a user's neck and simulates absolutely any dream or desire.

The player owns the company which pioneered the neural chip and is up against seven competitors, each one in the same market. But not for long if you can take over the country by controlling as many cities as possible.

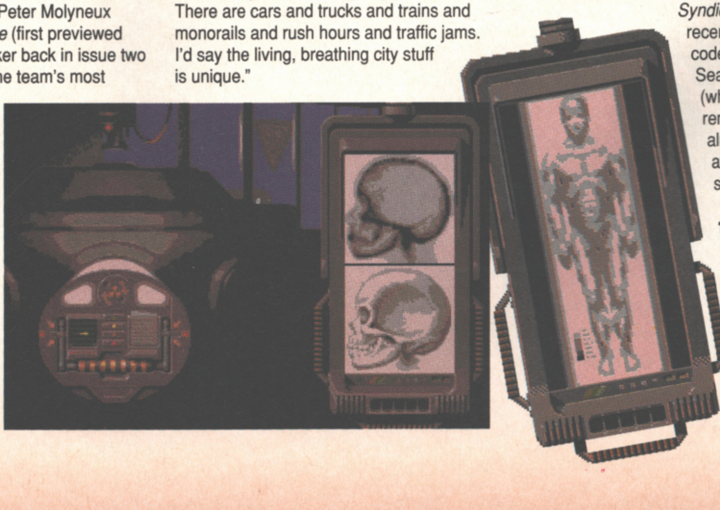
"We wanted to create the feeling that you could do anything"

"There will be around 100-200 cities in all," Molyneux reveals, "each one four times the size of a *Populous* map and as truly a living city as we can make it. They have their own populations, and people are moving around and going to work. There are cars and trucks and trains and monorails and rush hours and traffic jams. I'd say the living, breathing city stuff is unique."

The creators speak: The idea for *Syndicate* came to the team around the time *Flood* was nearing completion. "That was a couple of years ago now," says Molyneux. Since then *Syndicate* has been through many changes, and ideas have come and gone simply because they detracted from instead of enhancing the fundamental concept.

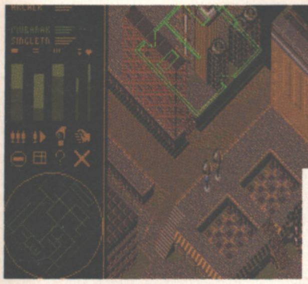
"One of the biggest problems was turning what was essentially a large, flat scrolling picture into a three dimensional interactive environment. We considered using loads of different techniques. It would have taken too long to use vectors so we kept the isometric viewpoint. At one point we did think about using an oblique perspective, but we dropped it because it was impractical."

Syndicate was, until recently, being coded by shapely Sean Cooper (who, you may remember, almost abandoned the software scene

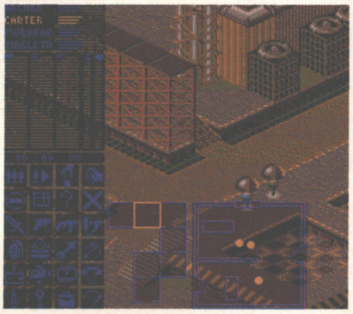


The characters in Bob are genetically enhanced. Here's where they're 'altered'.

CATE



Syndicate hasn't always looked the way it has. One early version used this oblique perspective view with its clean-cut 45 degree angles. Sadly, it proved to be more attractive than practical.



The implementation of the control panel has changed many times during *Syndicate*'s development. As you can see here, at one point the control panel was transparent and overlaid on the scenery. That was fine until the playfield moved behind it and everything became unclear, which is why the idea was dropped.

in the Autumn of 1991 following his appearance on BBC's Clothes Show). Sean's now moved on to the PC version of *Syndicate*, leaving the Amiga incarnation in the hands of new frog on the pad Guy Simmons.

"The original idea was that you'd control these little men running around. We wanted to create the feeling that you could do anything within the environment, but we wanted to simplify it as much as possible, and for that text was out of the question.

"Three sliders are the key to the whole thing," Molyneux continues. "They've taken the most time to develop, and I'm very proud of the way they work."

The three sliders represent a *Syndicate* man's intelligence, strength and perception. "They're actually chemicals injected directly into his brain," enlightens Molyneux.

You see, the player initially has a team of eight men at his disposal. The men have their own characteristics but the player influences their behaviour to differing degrees. By adjusting the sliders and using four basic icons, your men can be ordered to perform absolutely any task in a town or city.

"I could tell one of my guys to walk over and steal a car. By adjusting those three bars, lowering his aggression and raising intelligence, he'd go to the car, realise it's not his, find the owner, ask for the keys and drive off quite legally. Or I could send one of my people to play frisbee in the park."

Abuse of the chemicals is not recommended as the drugged man's personality will eventually become his own and it won't be so easy to direct him. Still, you can always expand your task force by recruiting some 'volunteers'...

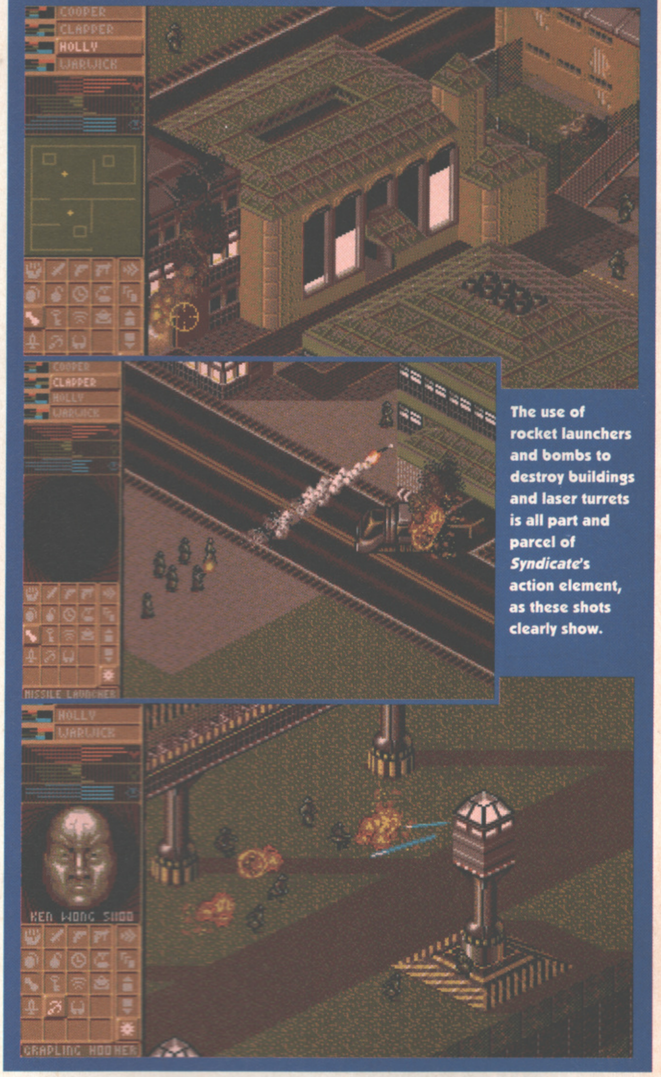
"You can plant chips in the back of other people's heads to increase the number of men you control. One of the strengths of *Syndicate* is being able to take over more and more people. There's no limit. You can also buy things for your people to use or pump money into research and development for equipment."

Money doesn't play as large a role as it once did in *Syndicate*, for there used to be – gasp – a business element. The playfield was originally on a global scale, with Bullfrog attempting to cram in a hundred countries and all the major cities. Stocks and shares could be bought and sold, and sabotaging, hijacking, and kidnapping could be instigated where necessary. Bullfrog were also working on a television service with around 20 minutes of ads . That's all gone now. "I didn't want to make it overly complex, and we felt it was all too diverse," says Molyneux. "I'm not saying we won't be using those things in the future, but it'll be a different product," says Molyneux. "The industrial espionage is still on the 'maybe' list though."

> **"All our games planned now will be multi-player"**

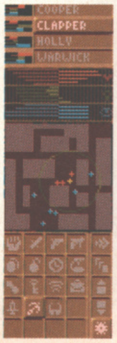
One feature of *Syndicate* on the 'definite' list is its multi-player action. "*Syndicate* can take place on a network - hopefully with up to eight Amigas linked. We're hoping to create a special bulletin board version. The game actually supports up to 255 players, but you'd get a very crowded city and it would be slower.

A NEURAL CHIP IN THE BACK OF THE OLD BLOCK



The use of rocket launchers and bombs to destroy buildings and laser turrets is all part and parcel of *Syndicate*'s action element, as these shots clearly show.

"All our games planned now will be multi-player, including any true action games. I'd like to do one more action game because it's an original enough idea to do. In production are six new projects, none of them along the same lines as *Syndicate*. The one I'm working on at the moment is... *Thing*. I suppose it is goldfish-bowl-ish, but it's very different. Some of the stuff is very different. *Creation*, which Glenn's working on, most definitely isn't a goldfish bowl simulation."



This detail of *Syndicate*'s control panel shows the three all-important sliders at the top and the bank of icons used to influence people's behaviour at the bottom. The multi-functional display in the centre section of the panel is currently occupied by a small map of your men's surroundings.

Incorporating such a high level of detail into *Syndicate* is not without its problems. There are so many possible visual outcomes to situations that a compromise has had to be reached regarding context-sensitive detail. A lack of memory means most special effects will be functional rather than glamourous.

It seems Bullfrog are slowly but surely reducing the size of the universes they create as they increase the level of detail. But how far can they go?

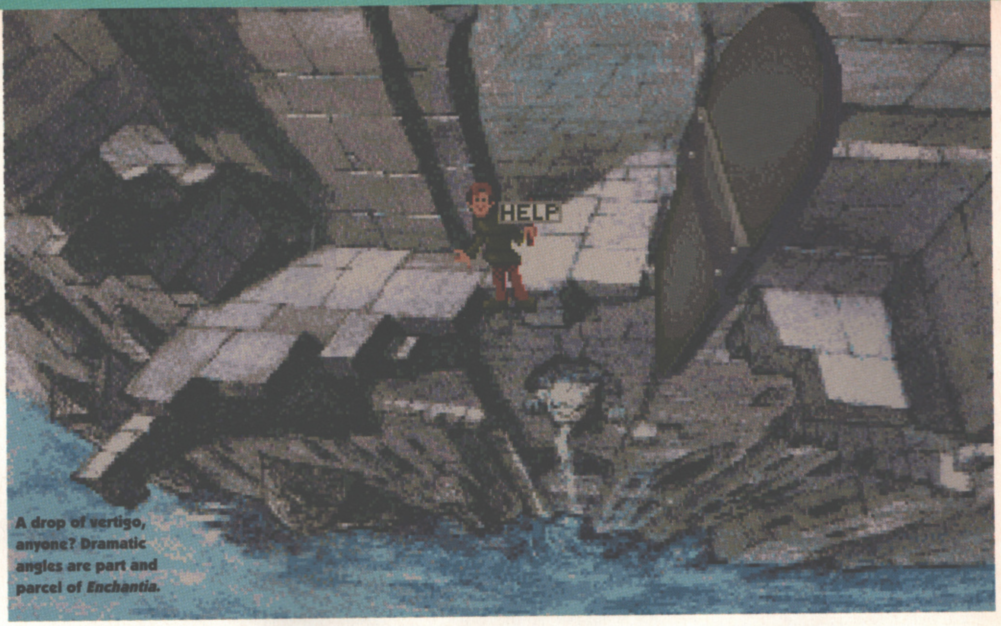
"There's this Russian fish simulator program which creates any fish you like, and it behaves as if it was real. We're aiming for a simulation as complete as that. I suppose the ultimate objective would be to produce something so addictive you don't want to stop playing it."

Verdict so far: There is the danger that *Syndicate* might just be too ambitious. If Bullfrog can pull it off though, then we may be looking at the next generation of people control simulators.

● ***GARY PENN***

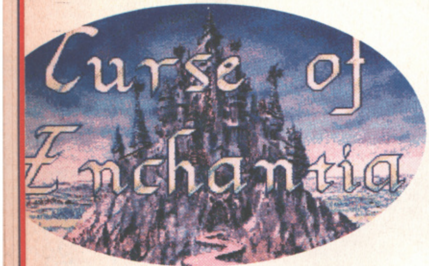
CURSE OF ENCHANTIA

Game: Curse Of Enchantia
Publisher: Core Design
Authors: Rob Toone, Ian Sabine (programming), Rolf Mohr, Billy Allison (graphics)
ETA: Late September



A drop of vertigo, anyone? Dramatic angles are part and parcel of *Enchantia.*

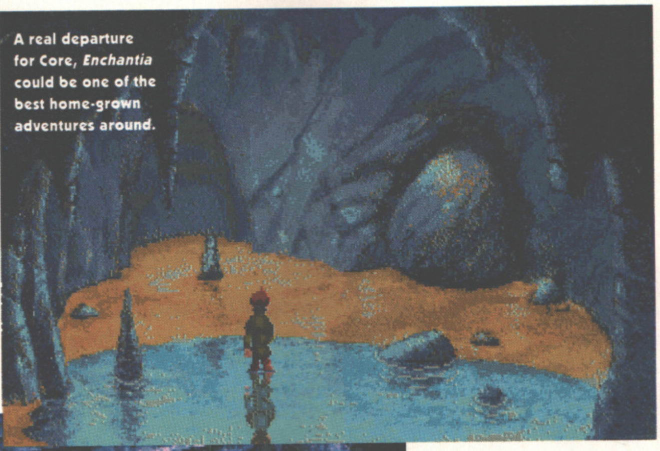
Briefly: Well, it's a bit like a funny version of *Lure Of The Temptress* with a different plot, innit? Mind you, what a plot. Kid playing baseball, swings bat, bang! Next thing he knows he's hanging upside down in a dungeon, chained to the wall. Escapes from dungeon, falls down giant plug-hole, ends up at the bottom of a well, hoisted up in bucket by grotesque monster who wants to snog him, goes to the edge of the world, meets weird guy with a parrot which can teleport things (I'm not making this up), travels to The Valley Of The Lost to look for a portable fan... it gets a bit silly after that, frankly.



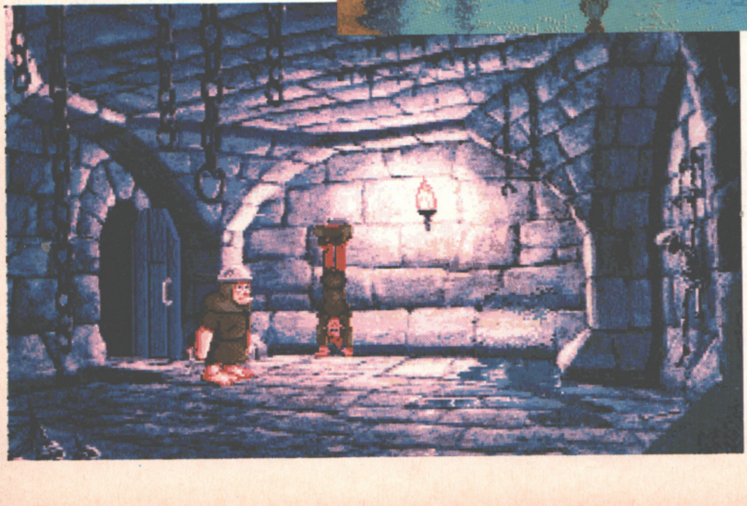
That paintbrush style in full. Rarely have Amiga graphics looked so beautiful.

The creators speak: 'The game design was all fully documented before any of the writing of the actual game began', says Rob Toone. 'It took us about a month of full-time work, but it gave the team a complete idea of what was to happen in the game. The personal challenge of programming the game was to get it looking as good as the 256-colour PC version, and at the same time take advantage of the Amiga's good points wherever possible. The floppy disk system was a target for improvement, because on some of the other big Amiga graphic adventure games the disk swapping can be a real pain.'

'We all play this sort of game to death, so it was fairly easy to see what we wanted from it. We wanted to make it big (it looks at the moment like it'll take six disks), with more and more difficult puzzles as it goes on, but at the same time being as universally easy to use as possible (ie more icons and less text). Graphically we were after lots of individual animations for the main character, but also trying to get the most out of the digitised backgrounds. These are the bits that impress me the most at the moment – they make the game really eye-catching. The animations were a bit of a nightmare though – the graphic artists would give me a huge *DPaint* animation sequence and I'd somehow have to get it into the game as efficiently as possible. You should have seen some of them!'



A real departure for Core, *Enchantia* could be one of the best home-grown adventures around.



Dare we say that this is the hero hanging around in a dungeon?

'We've stuck in a few arcadey bits as well, but the trick is to make them interesting without being difficult, as this puts some people off. Actually, my favourite bit of the game so far is one of them – zapping the shark in the lake is a real laugh.'

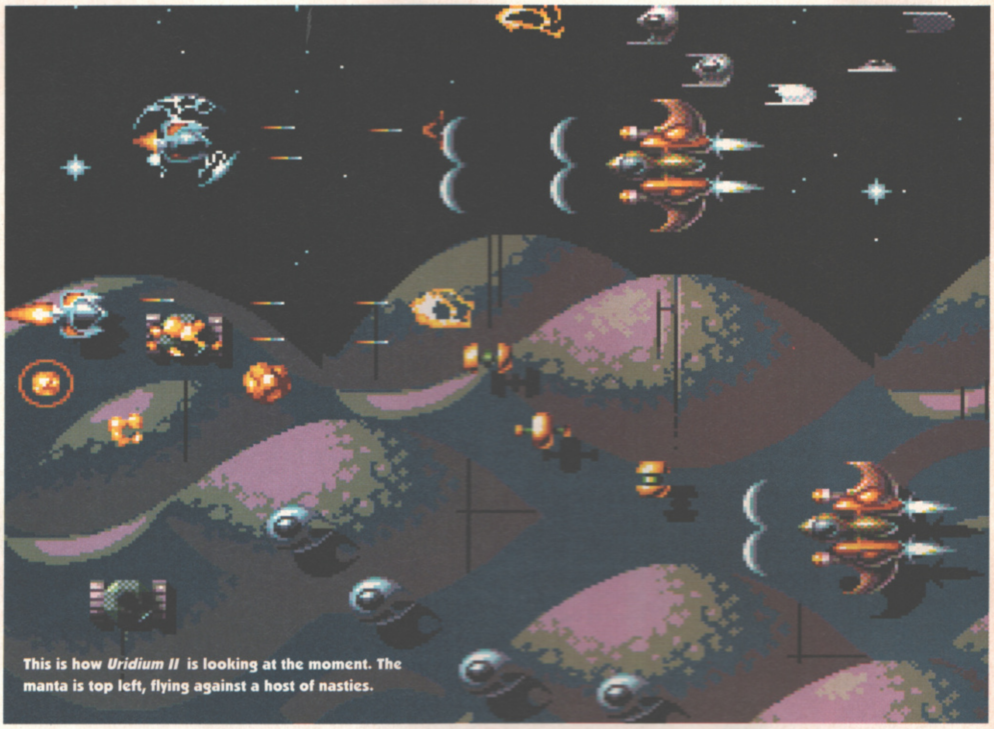
> "We all play this sort of game to death"

Verdict so far: There's no getting away from it, *Enchantia* looks pretty similar to *Lure Of The Temptress.* Still, that's not necessarily a bad thing – *Lure* was a lovely game, and if anything this looks bigger, prettier and better. We're a bit worried about the reliance on icons (they can often be an over-complicated way to do something that'd be a lot easier with a couple of well-chosen words), but most people don't seem to mind them, so that shouldn't hurt it too much. If the team can succeed in keeping the disk-swapping down (something which spoiled *Monkey Island 2* for some) and the speed up (ditto), they could have a winner on their hands.

● ***STUART CAMPBELL***

URIDIUM II

Game: Uridium II (working title)
Publisher: Renegade
Programmer: Andrew Braybrook
ETA: Next spring


This is how *Uridium II* is looking at the moment. The manta is top left, flying against a host of nasties.

Briefly: Andrew Braybrook is not one to rest on his laurels. He could be bathing in the glorious ocean of critical acclaim surrounding *Fire And Ice*. But no. His nose is pressed firmly to the grindstone of his next project – a conversion, no less, of his best-selling work to date: the high-speed blaster *Uridium*.

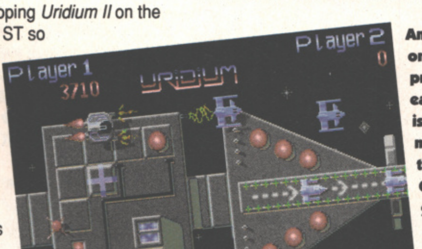
"It's one of those things I thought I ought to do," says Andrew. "I did *Paradroid 90* and that started it off really. People were hassling me then for an Amiga *Uridium*."

Uridium, for those with short teeth, was widely considered a landmark in computer entertainment when it was released on the Commodore 64 in 1986. (Mindscape released an Amiga version of *Uridium* in 1987, but it was a mess. "I still haven't seen it," says Andrew. "I've seen the ST version and that's not very impressive. I'm also told there's a PD port of the 64 version running at fifty frames on the Amiga. I'd like to see that, too.")

Uridium's slick, no-nonsense blasting action was set above a series of dreadnoughts – the huge space freighters seen in *Paradroid* – and its unique, breath-taking bas-relief metallic look was often imitated but never equalled. Andrew's out to set the same standards with *Uridium II*, and he knows it won't be easy.

The creators speak: "I'm well aware of people's expectations being higher. All I can say is we'll do the very best we can. We know we can push the graphical quality and we know we can push the colours. Sonically there's a lot we can do as well, and it'll have all the polish of original.

"We're developing *Uridium II* on the Amiga and not the ST so we can use what we now know. It's taken *Fire And Ice* to know how to do *Uridium* properly, and now we've got as fast a scrolling system as we can.



And here's one they prepared earlier. This is the Amiga mock-up of the original C64 *Uridium* graphics.

"Ultimately I want to write *Uridium II* for a console, so we're very much trying to impress the console people with the Amiga version. There are some interesting techniques that consoles are using so we can use those on the Amiga to do a better product.

"We have to get *Uridium II* to run at fifty frames with thirty-two colours. Thirty-two colours actually seems like a luxury. It's difficult to know how to use them well but it's still very easy to get a nice graphical look but not the gameplay. I've not seen anything do what *Uridium* does."

A sense of style is of paramount importance to Andrew, which is why he's currently spending time sourcing ideas with artist Philip Williams (whose talent has previously graced *Fire And Ice*).

"He's never done anything metallic before so it'll be interesting," says Andrew. "The graphic style is really still up in the air at the moment. Part of it will certainly be bas-relief but we want a different look."

"I want everything from the original to be in there, that's a starting point. I've got the original C64 code – it's disgusting. But I've got the parameters of the manta (the player's craft) control mode out of it so it'll feel the same. Now you can fly upside down – but I don't know if that'll help yet – and there's a drone – a second manta flying in formation behind you. It lags behind your movements slightly, but it does spread your fire a little bit. With two mantas it's difficult to protect them both. The uridimine (an intelligent enemy mine) has to select which one to go after, and if it's after the second manta, there's the delay in response to worry about as well.

"Flying through any gaps on the dreadnoughts is also tricky. The two mantas are tied together left and right, but the scroll's locked to the front one. When you lose a manta... I don't know. You might lose a life. Or the other ship might peel off and fly off. I haven't got that far yet."

> **"I want everything from the original to be in there"**

"The fleets of dreadnoughts'll be loaded in banks of four or five, and they'll look different. The length of them'll vary. They start off shortish and get longer and longer. At the moment the length of the dreadnoughts is set proportionately longer than the original 64 ones.

"There's a little bit of vertical scrolling in as well to compensate for the wider dreadnoughts. We could have it going up and down a lot more but that seems to be too much for the player to handle.

"The background is more destructible and more interactive than before. There're waves of ships to blast like before but also more secondary targets. There are tanks on the dreadnoughts and maybe mobile launchers for the uridimines, and force fields to knock out before you can fly through. I don't want to get carried away with it though.

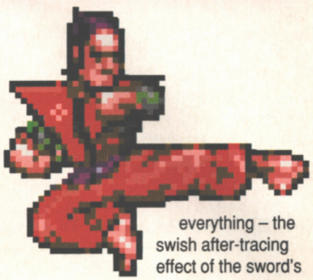
"We might perhaps have a boss ship bit between fleets. I shall do a different ship's end sequence. The slot machine bit'll go 'cos it's a bit crude. Now the ship'll land and you'll get out of it and smack down onto the surface of the dreadnought – maybe inside it, I don't know yet. I don't want to put a version of *Paradroid* in there, but there'll probably be a bit where you break through to the shuttle bay or something and see the leader's escape ship and have to prevent it from taking off. There'll be guys in suits running around, like the old Star Wars stormtroopers and stuff, inside this giant battleship bristling with turrets.

"There'll also be a two player simultaneous option. I like the sort of fun just two people have when they're co-operating or whatever on screen. We saw the level of interest generated with two players from watching people play *Sensible Soccer*."

Verdict So Far: We've yet to see anything concrete, but *Uridium* on the C64 remains one of the best shoot-'em-ups of all time (on any computer). We can't wait.

● ***GARY PENN***

THE SECOND SAMURAI



Publisher: TBD
Authors: Vivid Image Developments, ie, Raffaele Cecco (Code & Design), Teoman Irmak (Visuals & Design), Mevlut Dinc (Design)
ETA: Christmas

Briefly: Old Demon Kings never die... they warp into another dimension to appear in a sequel – in this case, to the AMIGA POWER All Time Top 100 Number 14 *The First Samurai*.

The *Second Samurai*'s introductory sequence will show you that much, which is kinda handy as few people will have seen the ending of the first 'episode'. (Come to think of it, few people will have seen *The First Samurai* at all, what with its publisher Mirrorsoft's demise following the Maxwell (over) board-meeting malarkey.)

The *Second Samurai* is essentially a complete overhaul of the first with plenty of flash new ideas for good measure. Raffia Chair is rewriting the code and Teoman Irmak's redrawing everything. Well, almost everything – the swish after-tracing effect of the sword's movement remains. VID are determined to take their time and make *The Second Samurai* a big hit in every possible sense, which is why they have yet to sign it to a publisher for its intended Christmas release.

The hero now sports new togs and has a chum in tow. VID are currently realising the enormous potential of involving a second character and are also deliberating its sex. At present it's a bold bald guy, but he will more than likely be a she in the finished product.

There's mileage for some serious fun here, and you don't need a telescope to see it when you play the raw output thus far. The two players can waste time beating each other up or help each other to cross tricky terrain.

At present, Raffaele's demonstration looks stylistically similar and sounds exactly the same as its predecessor (new noises have yet to be determined, so the samples from *The First Samurai* are being used) but it's uniquely playable enough to emphasise that this is much more than cautious steps over old ground.

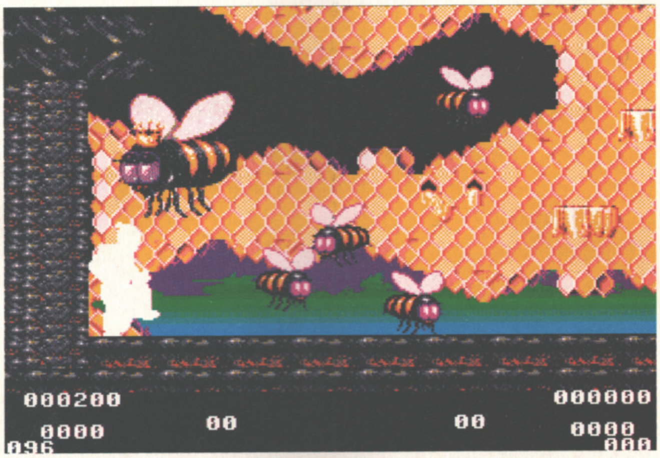
The Creators Speak:

"We're re-using *The First Samurai* character because he's a very strong character," says VID Team Leader Mevlut Dinc. "It's actually our first sequel. It will be similar to the first one – the mixture of game styles worked very well. But it will be more than just an enhanced version. We've learnt a lot from the first one.

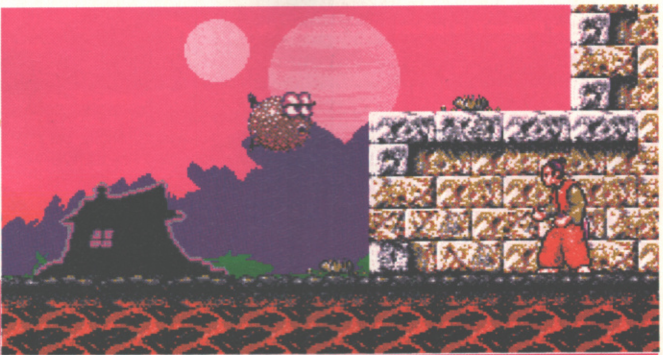
"We're designing it with a console in mind. If you look at what we've done before – *Hammerfist*, *Time Machine* and *The First Samurai* – even if you don't like them, you can't deny our stuff's very console-like. The Amiga's capable of running games you see on the Super Nintendo. Sometimes it's easier to implement them."

There are no new fighting moves in *The Second Samurai*. "The first one already did many things and it's almost impossible to add any moves without creating complication," says Mevlut. "We have improved some of the moves, say, when you fire daggers you can fire multiples and at different levels. We've also redesigned some of the moves so they look nicer. The behaviour of the aliens is a lot more defined. We're trying to give things in the game more character.

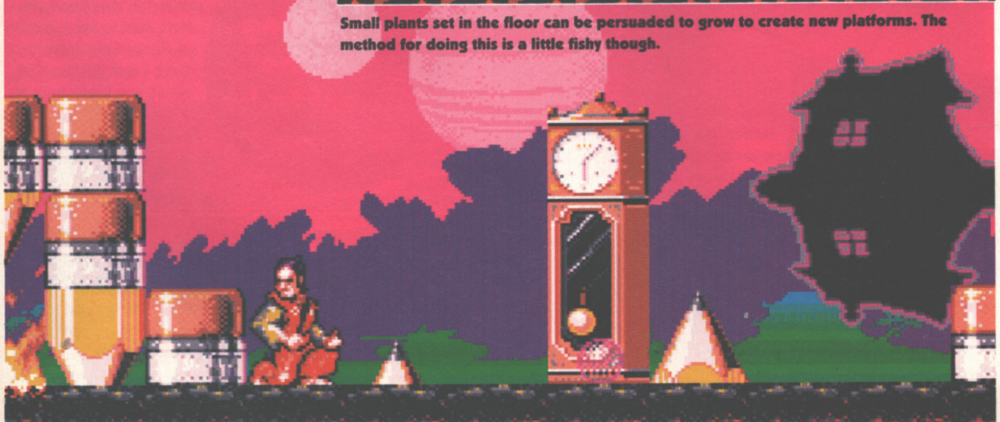
"We're also going for more humour with the graphics. Home computer games are very serious which is silly when they should be about having fun. Whatever we



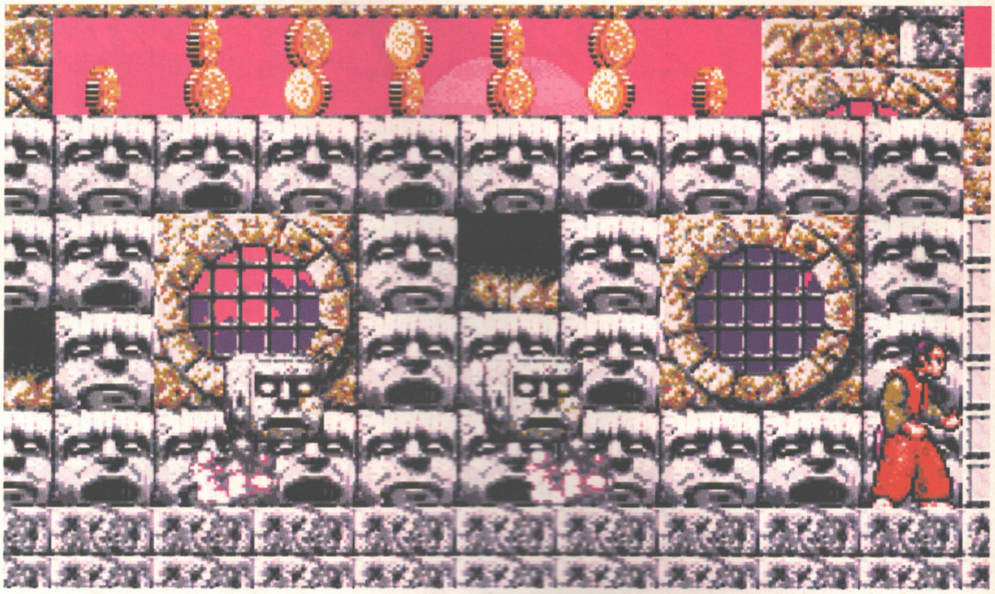
Bzzz Bzzz Bzzz Bzzz, honey bee, honey bee. Sting who you like but don't sting me... In the out-sized subterranean beehive you meet the Queen Bee, complete with a handy crown. Some of the smaller bees provide ad hoc transport.



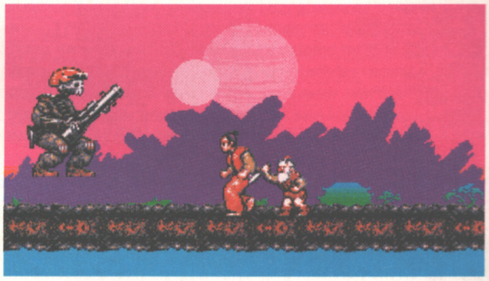
Small plants set in the floor can be persuaded to grow to create new platforms. The method for doing this is a little fishy though.



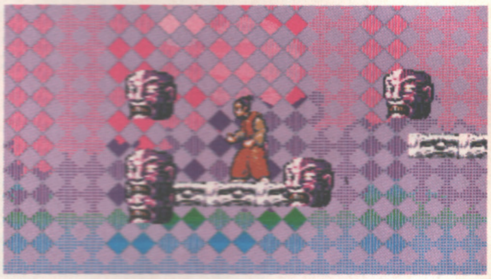
The grandfather clock represents a time warp of sorts. By activating the magical purple orb below it, the fat bouncing Arab Boss character appears for a scrap, his snakes in tow.



These bouncing blocks, which create puffs of smoke when they hit the floor, are more than deadly enemies. You can stand on one and hitch a ride, which is mighty useful in certain circumstances.



Yikes! It's a boss character – a roaring, bouncing, mortar-wielding ugly dead dude with its knife-wielding dwarf servant.



There are many secret hidden rooms to find. This one's a form of *Asteroids* but with wibbly heads to chop instead of rocks.

do now it will be implemented purely for fun. We aren't afraid to ditch stuff. For example, one boss character started life as an Egyptian dancer but he was too serious so now he's become a fat Arab character.

"There are so many games with good graphics and crappy gameplay, and people don't usually realise until they've played them." Mevlut then relates the tale of the time he was attempting to impress a publisher with *The First Samurai*. "The first thing one of their artists did was to pull to pieces the way the character was drawn! Most people don't think about gameplay. People misuse the Amiga."

Mevlut is responsible for *The Second Samurai*'s basic concept: "The technical stuff and the viewpoint and the sort of scroll and so on are all decided initially. From then on it's a team thing really. We all discuss how to implement the concepts and the gameplay elements within it – everyone comes up with ideas."

There will be four Worlds in total, each with four stages. "We felt The *First Samurai*'s levels were too big," says Mevlut. "It could take half an hour to finish one level. With *Second Samurai* we're splitting the levels into smaller pieces. There'll be alternative routes and short cuts and hidden rooms. Actually, it could possibly end up bigger than *The First Samurai*.

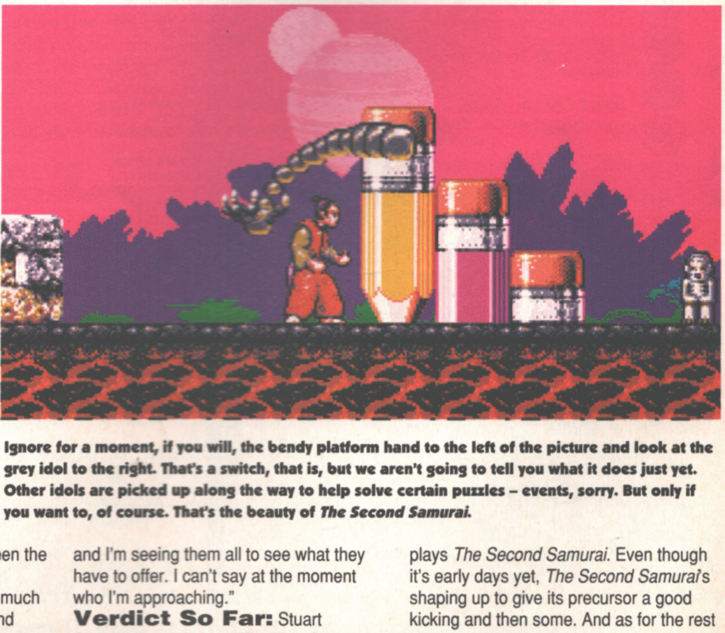
"The first one took place in a futuristic world. The Demon's still running away in the second one, but he can't go into the future again so he's running back in time now. In *The Second Samurai*, the first world is a sort of Twilight Zone. You don't know where you are or why. It's a really weird world with mirages and so on dumped from our imaginations. Then you end up on a huge hi-tech space station thing where biological and holographic experiments are taking place. The last level will be traditional Japan because that's the only place you can defeat the Demon at his mountain throne."

This time there are no puzzles as such. "We prefer to call them events and you interact with them," says Mevlut. Raffaele adds: "We don't want to force people to solve the puzzles like they did in the first one."

"Shaping up to give its precursor a good kicking"

Mevlut continues: "The object is simply to reach the end of one world to warp forward to the next one. You don't have to solve the puzzles. You can play right through but if you want to do the puzzles you get more bonus points. You no longer have to pick up objects from many screens away to put out fires and so on. All the elements needed to solve a puzzle are in the vicinity of the screen.

"We haven't yet finalised how the two-player feature will work. One idea is that one of the characters becomes the leader to dictate the scrolling. You'd perhaps gain leadership by solving puzzles or picking up stuff first. The leader would be the one with the highest experience points. We'll probably have it so you can fight each other for the bonuses and so on. Another option is to share the scrolling between the two characters."



Ignore for a moment, if you will, the bendy platform hand to the left of the picture and look at the grey idol to the right. That's a switch, that is, but we aren't going to tell you what it does just yet. Other idols are picked up along the way to help solve certain puzzles – events, sorry. But only if you want to, of course. That's the beauty of *The Second Samurai*.

Otherwise, the design is pretty much sealed. But it has yet to be signed and delivered to a publisher. "We haven't decided yet who will publish it yet," says Mevlut. "I've made a short list of publishers and I'm seeing them all to see what they have to offer. I can't say at the moment who I'm approaching."

Verdict So Far: Stuart Campbell raved about *The First Samurai* in AP8. My guess is that he'll be scarcely able to contain his enthusiasm when he plays *The Second Samurai*. Even though it's early days yet, *The Second Samurai*'s shaping up to give its precursor a good kicking and then some. And as for the rest of the competition...

Roll on Christmas, no?

● ***GARY PENN***

WIZARD GAMES

	ST	AMIGA
4D SPORTS DRIVING	16.49	16.49
4D SPORTS BOXING	16.49	16.49
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A10 TANK KILLER ENHANCED	21.49	21.49
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AIR SUPPORT *	17.99	17.99
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JUST WHO DO WE THINK WE ARE?

MARK RAMSHAW

It's been a month of weird mail for the AP crew. We all seem to have had lots more personal post than usual. For example, after seeing Mark's photo on last month's True Stories pages, we've had literally dozens of letters all asking one question: 'Who's that fat–' *(Snip! – Ed.)*

The first line of Mark's favourite poem is: 'The pointy birds, a-pointy-pointy.' Er, yes.

STUART CAMPBELL

...whereas Stuart was most delighted to receive a Scottish pound note (yes, another one), emblazoned in biro with the legend 'I♥U Stuwart *(sic)* Campbell from Beccy' from a female reader who's clearly having problems with her guide dog as well as her spelling...

The first line of Stuart's favourite poem is: 'There was a young man from Nantucket...'

TIM NORRIS

Poor Tim, though, has had to make do with letters from the hospital reminding him to come in for an X-ray after he fell off his motorbike on the way into work. "Everything's gone black! I'm blind!" wailed the uncoordinated newie, before realising that his helmet had fallen over his eyes.

The first line of Tim's favourite poem is: 'String is a very important thing.' Lord preserve us...

GARY PENN

It's been postal promo pressies galore for Gaz – along with a charming pretend eyeball, he's had a "strange rubber plastic thing with straps and holes in it from US Gold. I haven't got the faintest idea what it is, though." Answers on a postcard please, to Gary's house.

The first line of Gary's favourite poem is: 'I'm just a girl who can't say no, I'm in a terrible fix.'

JACQUIE SPANTON

Meanwhile, Jacquie's been receiving postcards from her old editor, who's gone off for a trip round the world. The thing is, he hasn't even left the airport yet. "But it's the thought that counts," she responded defensively, while trying to stick them all over the office walls.

The first line of Jacquie's favourite poem is: 'It's in the trees! It's coming!'

SALLY MEDDINGS

"What kind of mail have you been getting this month, Sal?" we asked. "Does Mickey Mouse count?" she wondered. "No, he's a cartoon character with no discernible reproductive organs," we replied, "and that's not the kind of mail we meant, anyway." "Oh," she said.

The first line of Sally's favourite poem is: 'Can a parrot eat a carrot standing on it's head?'

ADAM PETERS

Adam got a gas bill this month. Not actually all that exciting, you might think, but for young Ad it was quite a landmark. "It's the very first gas bill I've ever had in my entire life. It was quite a landmark," he said proudly. "Oh, and I got a poll tax bill too, but I threw that away."

The first line of Adam's favourite poem is: ''Twas brillig, and the slithy toves did gyre...'

JONATHAN DAVIES

Jonathan didn't actually get any mail himself this month at all (apart from loads of Complete Control stuff), but we did get some *about* him. 'Why is Jonathan Davies so gorgeous?' asked one 'Suzi' from a secure institution somewhere near Southampton. Frankly, Suzi, we, er, don't know.

The first line of Jonathan's favourite poem is: 'Once I saw a little worm, wriggling on its belly.'

MATTHEW SQUIRES

Lots of birthday cards for creaky old Matthew as he celebrated his 27th (count 'em!) birthday recently. "I got a really nice one from my insurance company, too," said Matt. "It said 'Get Well Soon from your debilitating Gulf War illness' and it had a massive great cheque in it." Oh no...

The first line of Matthew's favourite poem is: 'Tyger, tyger, burning bright.' The populist.

RONNIE RANDALL

Cub reporter Ronnie's had lots of fab pop stuff in the post, on account of his writing our 'Pop Stars On The Game' feature (see p59 for the full rundown, pop kids). Y'know, lots of really big glossy publicity pictures of Miki out of Lush and free records and stuff like that. Hmph .

The first line of Ronnie's favourite poem is: 'I haven't got one. Poetry is rubbish.' Ta, Ronnie.

DAVE GOLDER

The most interesting thing in Dave's letterbox this month was a dry-cleaning bill. Y'see, Dave went to a party at Stuart's house, overdid the Diet Coke, decided to cycle home along the canal path, at 3am, with no lights on his bike... "Boy, that canal water really pongs," said Dave.

The first line of Dave's favourite poem is: 'Finnegan's Wake is one big spelling mistake.'

LINDA BARKER

Sultry soft-focus starlet Linda is the other new face on the team this month (she's actually the editor of our poptabulous sister magazine Your Sinclair in her day job), so she hasn't really had a chance to get any mail yet. Well, that's that sketch knackered, then.

The first line of Linda's favourite poem is: 'The day I lost my Pastels badge...'

GAMES

Yes, it's 'summer slump' time in the wonderful world of software, which means that we haven't got quite as many reviews in this issue as usual. But – hey! – quantity isn't everything.

***Premiere* – Core go to the movies.**

For one, this month finally sees the release of that Maxis legend *Sim Earth*. Betcha never though that one would see the light of day. Core's *Premiere* also gets the big screen treatment this month, along with the *Dyna Blaster*-ish *Bug Bomber* and the saucy French adventure *Fascination*. But is it sexist or sexy? You decide.

The final two entrants in the Olympic games war also make an appearance this month, plus another cartoon movie from animation kings Readysoft.

***Fascination* – including free sauce.**

Further on in the mag we've got all manner of smaller (but perfectly formed) reviews, including *Tennis Cup 2*, *Air Bucks*, and a new *Tetris*. We never knew there was so much in it.

THE AMIGA POWER SCORING SYSTEM (AND HOW IT WORKS): AN EASY-TO-USE BEGINNERS GUIDE

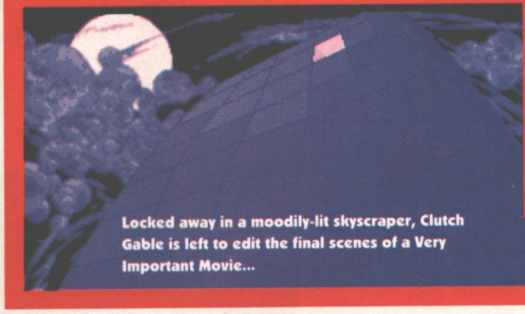
The AMIGA POWER reviewing philosophy is an absolute doddle to understand. No, really, it's simple. But if you're reading this at all you must want to know at least a little bit more, so here, in all its glory, is The Way We Do Things At AMIGA POWER....

1) We're all aware of how much software costs, which is why we believe a game has to be *really* good to be worth buying – *or* worth giving a good mark. Happily, there's more than enough top-notch stuff around if you only look – we mark as hard as we do to prevent you from wasting time (or money!) on the bad ones. You'll thank us for it in the end...

2) We believe rating systems should be simple and easy to understand. That's why we just give one mark out of 100, a few summing up sentences, and that's it. What more is there?

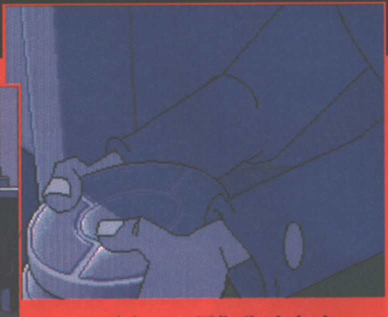
3) You want a third point? Hey, quantity isn't everything....

A STORY OF MOVING PICTURES



Locked away in a moodily-lit skyscraper, Clutch Gable is left to edit the final scenes of a Very Important Movie...

...unfortunately for everyone concerned (particularly Clutch) he's succumbed to the big sleep, and the film remains unfinished.



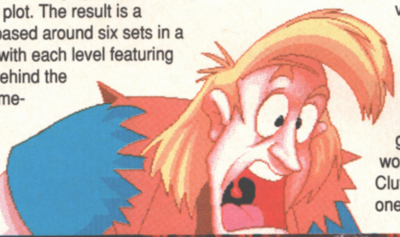
But worse is in store. While Clutch slumbers someone creeps into the office and steals the canisters of film. It's a disaster movie!

Game: Premiere
Publisher: Core Design
Price: £30.99
Authors: 8th Day
Release: Out now

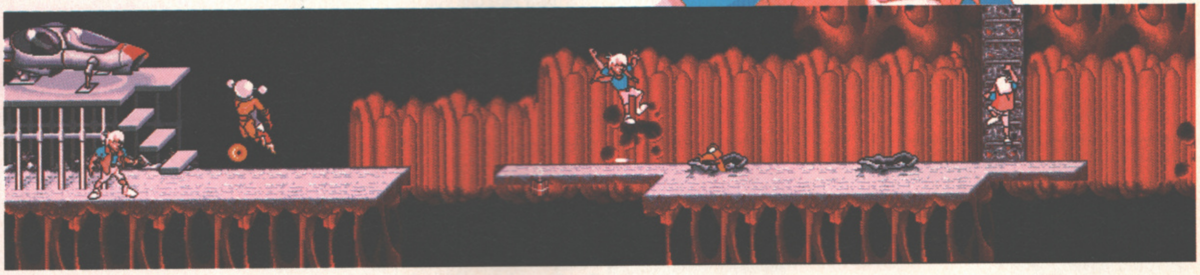
You know that game, where you have to guess weird things like what type of car Mel Gibson would be if he was a vehicle, what meal Michelle Pfeiffer would be represented by? Well, stupid concept or not, it at least gets me past that difficult first paragraph if I link in by explaining that had Bruce Willis entered into this world as a computer game, he'd probably be *Premiere*.

FIRST AND LAST AND ALWAYS

What Core have obviously set out to do with *Premiere* is to take the visual expertise so excellently utilised in *Heimdall (not that* Premiere*'s anything like* Heimdall, *of course – Matt Bielby.)*, and transpose it to a more 'sympathetic' game style and plot. The result is a platform romp based around six sets in a movie studio – with each level featuring action on and behind the sets, with a theme-related bonus stage following the level's completion.

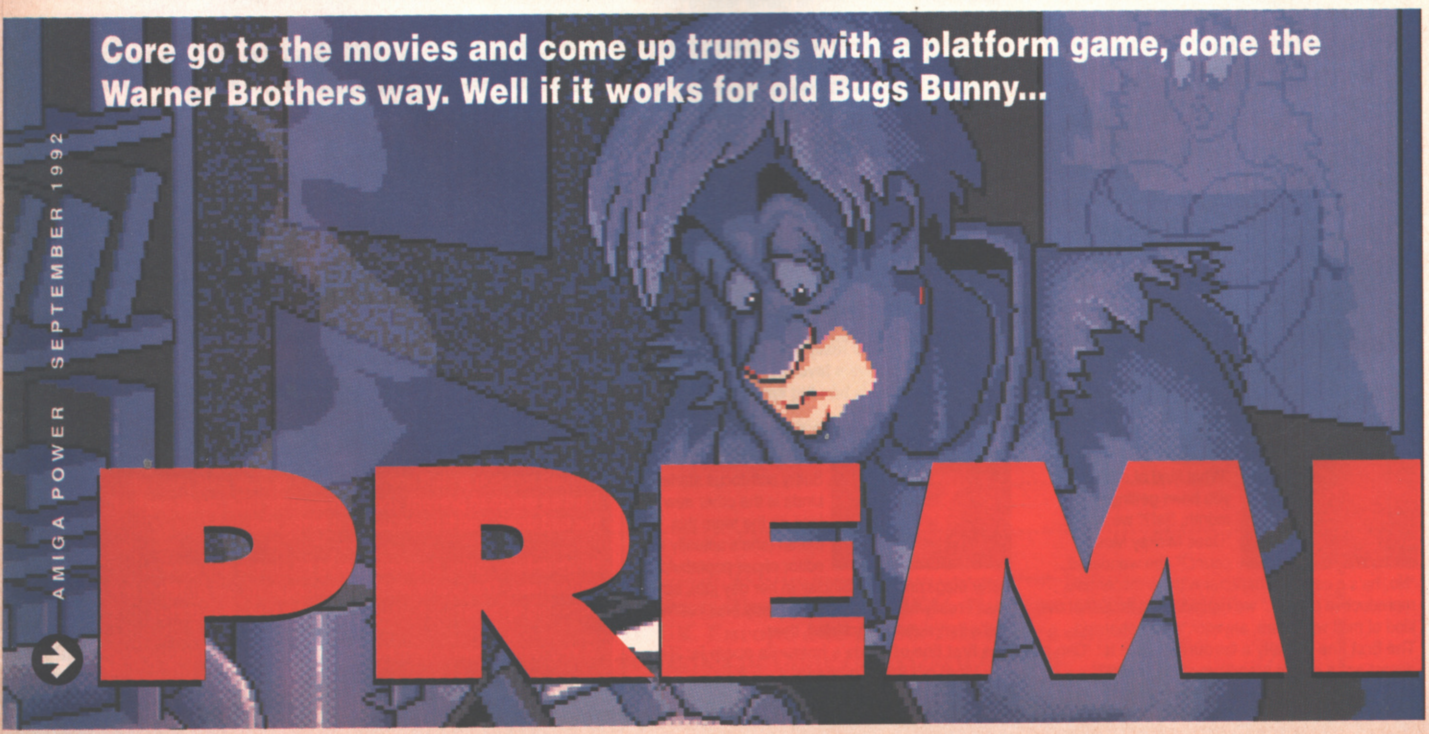


The reason for these shenanigans is explained a bit more visually in that wonderful box up above, but the upshot is that the player guides a movie editor, going by the wonderful name of Clutch Gable, around one movie set at a



An extended look at level five – the science fiction level. Here Clutch must battle with all manner of B-movie alien fiends and cosmic baddies.

Core go to the movies and come up trumps with a platform game, done the Warner Brothers way. Well if it works for old Bugs Bunny...



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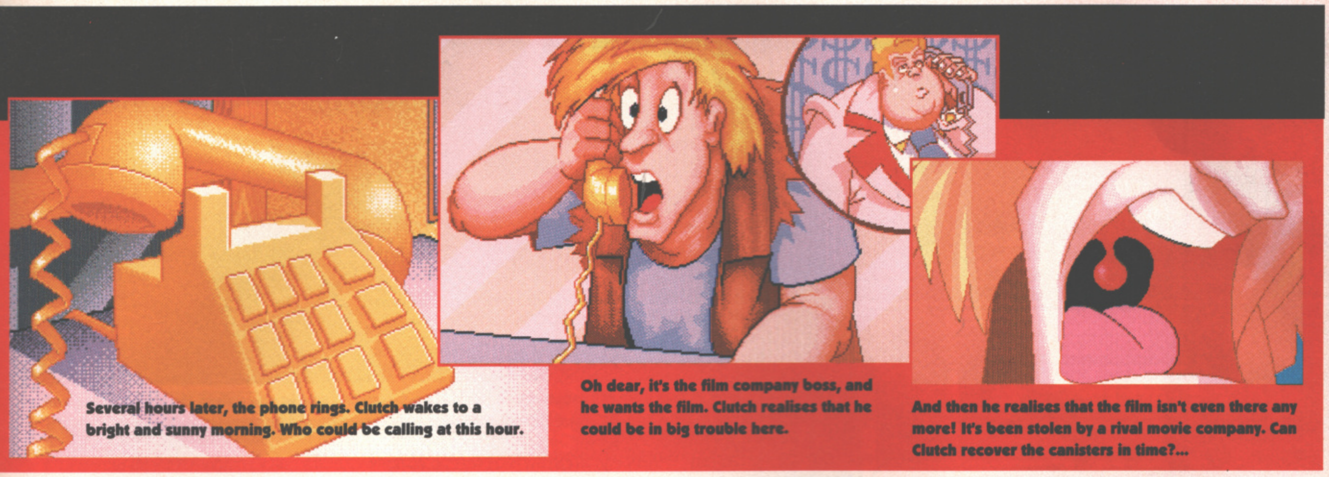
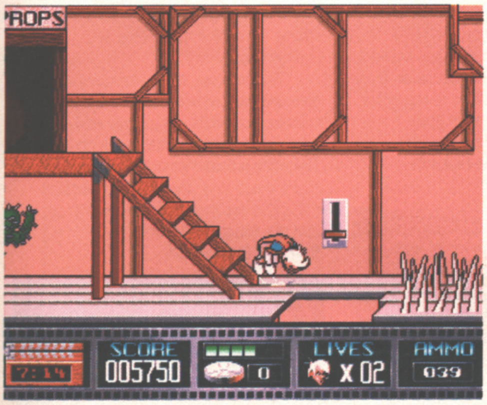


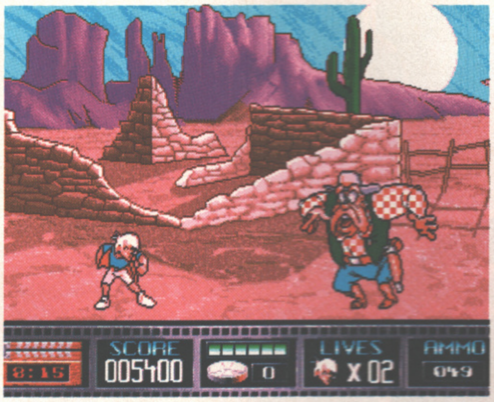
Several hours later, the phone rings. Clutch wakes to a bright and sunny morning. Who could be calling at this hour.

Oh dear, it's the film company boss, and he wants the film. Clutch realises that he could be in big trouble here.

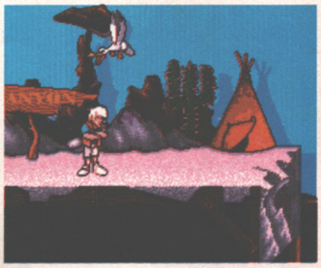
And then he realises that the film isn't even there any more! It's been stolen by a rival movie company. Can Clutch recover the canisters in time?...



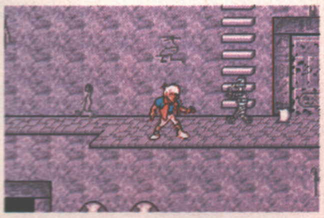
In addition to a hand-held weapon, Clutch can also take on the bad guys by performing forward rolls down stairways. Here we see him on the other side of a movie set. Just watch that boy roll.



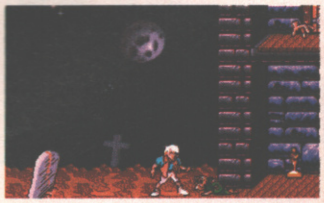
Strains of Sergio Leone drift over the grassy plains as Clutch takes on a particularly sharp-shooting adversary. The idea is simply to wait until he goes for his gun, then fire – but it sure is exciting.



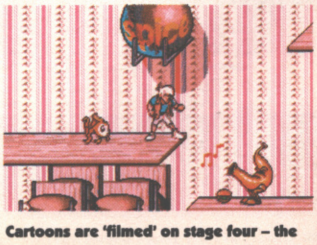
Starting out on stage one – a cowboy movie. It's about this point Clutch realises he should have made a reservation.



Movie set two is the location of Egyptian black & white shenanigans. Clutch must face mummies, cats and other weirdos.



Set three is where all the horror takes place. Gravestones rise and fall, zombies crawl across the floor and...ooh, an oscar!



Cartoons are 'filmed' on stage four – the wallpaper is a bit of a giveaway. Collect the burger, avoid the fish. Simple, really.

time, attempting to recover a canister of stolen film.

This being a platformer, there are several essential ingredients which Core have dutifully added: platforms (obviously) and ladders, stairways and lifts to reach them, bad guys who roam around/shoot/hide until you're near, and bonus energy and ammo.

It works, then, by offering a scrolling movie set constructed from various enticing backgrounds, with walkways, pits and various objects in the foreground. Doors lead to the other side of the set, where the other side of the movie set offers a secondary play area. Here signs proclaim 'stage left', 'props' and suchlike. The baddies are still present, however. Presumably they're milling around, waiting to shoot the next scene of their movie.

The fact that the game's based around six different movie sets has resulted in a film-related look for each level, with appropriately-themed nasties and weapons to boot. So level one, for instance, is a cowboy film set, with buffalo, cowboys, Indians and Wild West maids all trying to thwart our hero's canister-recovery programme. Of course, a six-shooter is on hand to do the Clint Eastwood on the bad guys, and progress can soon be made (via a simple, but excellent shoot-out scene) to a black-and-white Egyptian movie set, where Clutch has bags of flour (plain, I think) as his main offensive weapon.

> **"The best union of cartoon animation and satisfying gameplay"**

Stairways offer another form of attack. Here Clutch can perform a mean and speedy roll down the steps, sweeping any assailants off their feet in the process. It saves on ammo, and besides, it looks really cool.

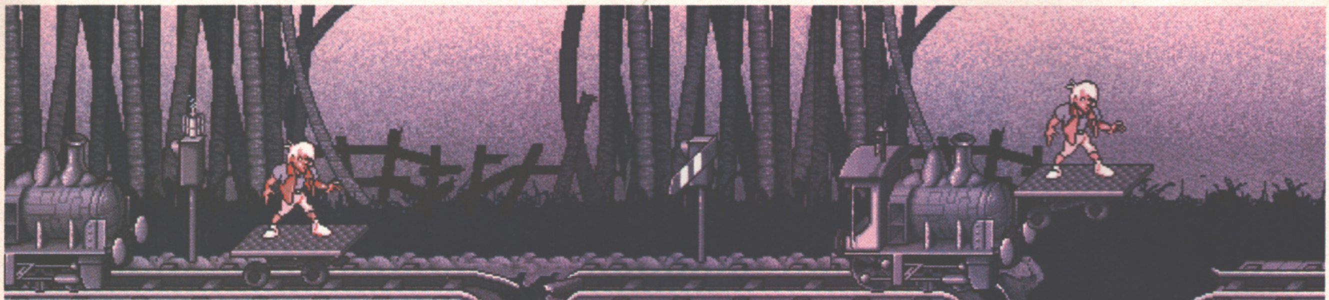
It's also worth noting that the play area actually features two levels of 'depth'. Clutch can move 'into' the screen (ie towards the walls) by holding the joystick down and pressing the fire button...

IT IS THE REEL THING

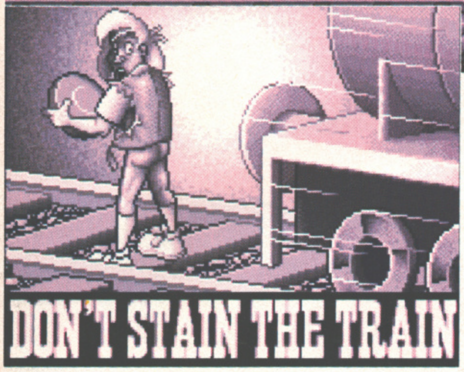
...which brings me to my first complaint. I realise that most Amiga owners are only own a one-fire-button joystick, but surely there could have been a better way to make this move into/out of the screen executable. For one it takes too long to do. Time and time again I was hit by a nasty or a projectile while fumbling with the controls in an attempt to leap out of the way. Secondly, it's all too easy to actually press the fire button first, then push the joystick down. This results in Chuck shooting/lobbing a weapon, then crouching down – a waste of time and a waste of ammo.

The ladders are similarly frustrating. I guess it's a matter of timing, but once too often I found Clutch getting blasted while

ERE



An abbreviated look at that train sequence. Again the basic concept is a simple one – duck the signal boxes and jump over the holes in the track. But it's all so atmospheric AND damned good fun too.



DON'T STAIN THE TRAIN

beginning his slow ascent. And the bad guys themselves aren't exactly what you'd call versatile. Some leap out of barrels. Some walk from left to right. Some even shoot at Clutch. And some just stand there. None of them displays any particular level of intelligence, and for a game based on such a simple concept, that's a risky idea.

> **"If Bruce Willis was a computer game, he'd be *Premiere*"**

But call me Captain Morgan and request one more verse of The Tide Is High, if *Premiere* doesn't have some Really Neat Touches. The main guy for one, is superbly designed – being quite versatile, and full of character. And the basic storyline (visually, at least) really does hold it all together. At the moment, I can't think of another game where the plot was actually this relevant.

The levels are pretty well designed too, maximising the space of the play area. And what about that smooth scrolling, eh? And the excellently appropriate music score? And its simplicity is arguably no bad thing. Even the disk-swapping is unobtrusive (unusual for a game this visually appealing). Gosh, it all sounds so much more likeable now, doesn't it??

A QUICK TOUCHUP...

Gameplay-wise, I detected definite echoes of *Bonanza Bros*. The collection of objects while exploring levels and stairways has been used many times, granted. But the sometimes the feel, and even the pace of *Premiere*'s platform antics are uncannily similar. That's no real complaint, though. Although *Bonanza Bros* was no world-beater, it did have charm and no small amount of playability. And that's rubbed off on *Premiere* too. Of course, *Bonanza Bros* did benefit greatly from a two-player mode (a much needed boost – because as a one player game it simply proved to repetitive and ponderous), so just what does *Premiere* have to lift it into the same league, or – gasp! – even higher?

RIGHT TURN AT ALBUQUERQUE

Where I reckon the secret of *Premiere*'s success is consolidated, is in the bonus stages. Although more simplistic than the main game (and hence eventually alarmingly repetitive), these sections all offer their own little challenge (often a re-working of early '80s computer or arcade games). More importantly though - they add greatly to *Premiere*'s sense of style. It's these sub-games, along with the intro sequence and between-game screens which bring *Premiere* closest to the concept of a game as cartoon. Sure, the graphics of the main game are sweet, but it's really standard (though effective) platform fare dressed up in a Loony Tunes costume. The gameplay of the main stages remains firmly rooted in the platform style.

So there you have *Premiere* in a nutshell: packed with Really Neat Touches to make you smile, amazingly easy on the eyes, and wildly entertaining in doses. The downside is that it's not as deep as you may expect, and ultimately it's perhaps just a little too much of the same thing. Just like Bruce Willis really.

● ***MARK RAMSHAW***

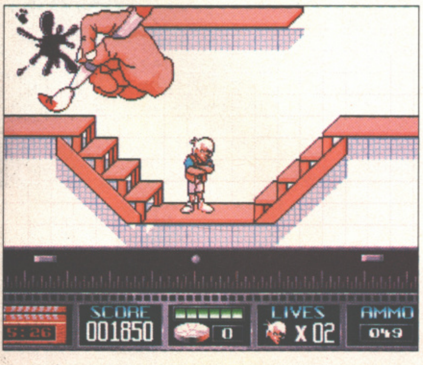
▲ **UPPERS** The best union of cartoon animation and satisfying gameplay yet. *Premiere* manages to capture the thrill of movie studios and cartoons in much the same that Roger Rabbit (the movie) did.

▼ **DOWNERS** The six levels are pretty much the same, despite the neat graphical variation. And the gameplay is perhaps just a little too basic – kind of like a one-player *Bonanza Bros*.

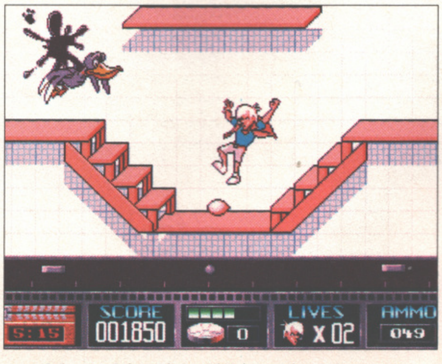
THE BOTTOM LINE

Definitely the most successful attempt at this sort of thing to date. *Premiere* has its faults, but I suspect its warmth and all-round cute-appeal will be enough to win over most people.

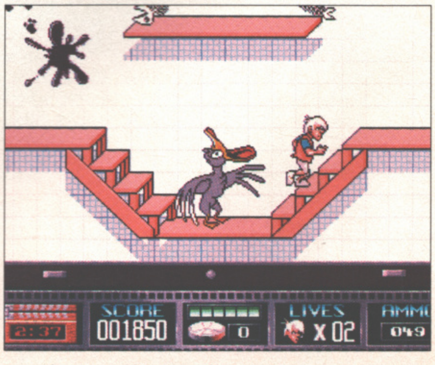
84 PERCENT



The 'Quick Touchup' scene occurs after the cartoon stage has been completed. Clutch stands on a sheet of graph paper, as an artist hastily paints over in the corner...



...and the result is a bird, which immediately lays an egg and starts flapping all over the shop. It's all Clutch can do to avoid it, never mind shoot the bleeding thing...



...and just to add insult to injury, the bird spews fishbones (yeah, great ska band) all over the place. Thankfully, these mini scenes don't come much harder than this.

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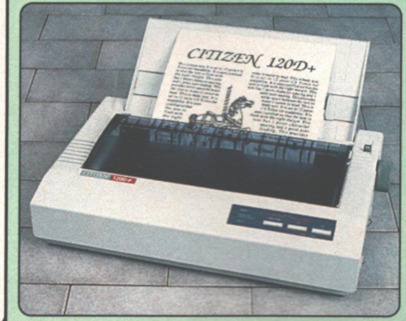

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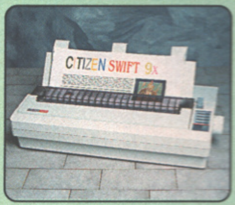

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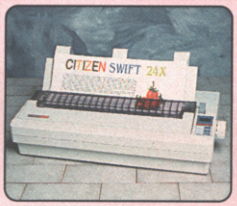

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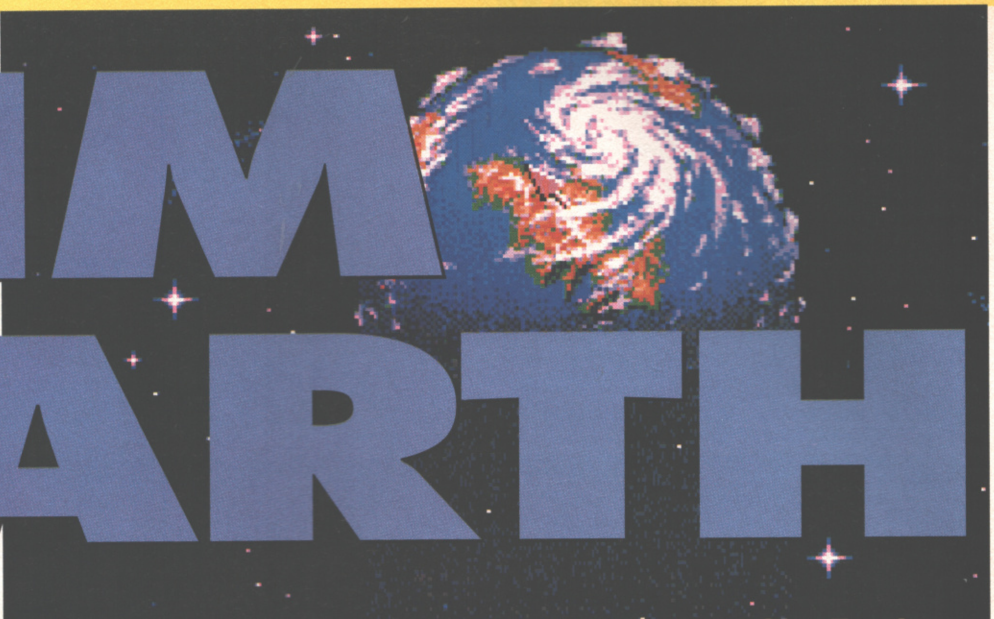
SIM EARTH



Game: Sim Earth
Publisher: Ocean
Price: £34.99
Authors: Maxis
Release: Late September

The Earth reputedly took six days to create. *Sim Earth* to considerably longer, and the results aren't quite as neat.

I hate this '*SimEarth*' business. So for the remainder of the review it's going to be '*Sim Earth*', okay? Either that or start calling myself JonathanDavies, and that would look very silly.

The background: *Sim City* was a great great game that just about everybody liked. *Sim Earth* is the sequel to *Sim City*. It's been knocking around on the PC for ages, and its arrival on the Amiga has been dreaded for some time. Er, 'dreaded'? Surely 'looked forward to'? Unfortunately not. Nobody really liked the game on the PC for reasons which will subsequently become clear, and Maxis aren't renowned for listening to their critics. Their timing also seems to be a little out – a year or so ago they might have sold quite a few *Sim Earth*s to enthusiastic *Sim City* players. But the memory of *Sim City* is fading fast, and people are going to look at the new game afresh. (There was also *Sim Ant* – nuff said.)

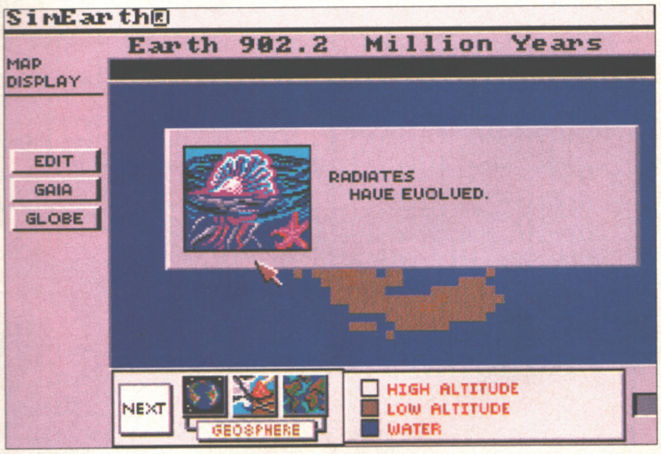
The game: *Sim City* simulated a city. *Sim Earth*, predictably enough, simulates the whole Earth. The whole flipping thing, from microbes to continents. The object of the game is to try to evolve and maintain a sentient species.

Quite a tall order. Luckily the game provides everything you'll need: several billion tonnes of rock, equipment to generate air and oceans around it, and as many living organisms as you can find space for. It'll also take care of the horrendous number of calculations generated when this lot gets mixed together. All you've got do is juggle everything around to create the optimum conditions for evolution to take place.

This all sounded fair enough, so I popped in the disk, switched on and... oh dear.

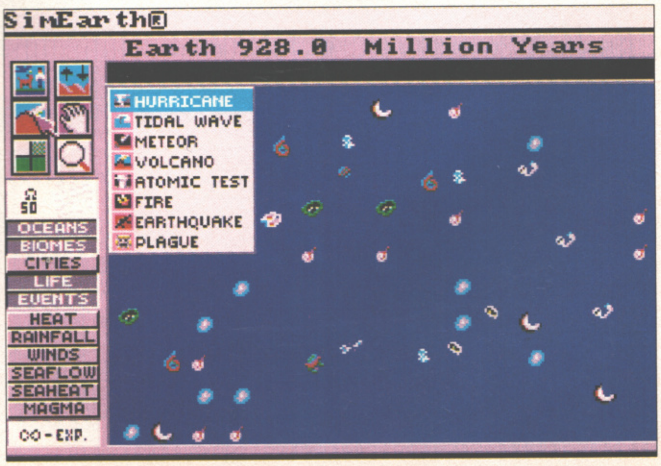
I, along with just about everyone else around here, am constantly bemoaning the way that strategy-based games consider themselves exempt from the

> **"As a simulation of the earth it's spot on"**

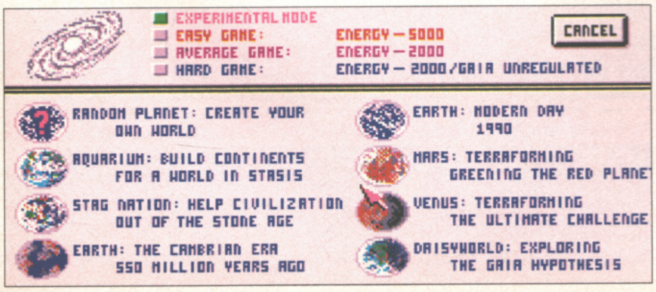


RADIATES HAVE EVOLVED.

All life-forms have to start somewhere. Here we see evolution at pretty much its most basic stage, with radiates finally flopping around in the primordial swamp.



Taking a closer look at the evolving planet, it's possible to alter that big ball of rock quite radically. Mmmm. fire, earthquake or plague – decisions, decisions.



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AVERAGE GAME: ENERGY – 2000
HARD GAME: ENERGY – 2000/GAIA UNREGULATED

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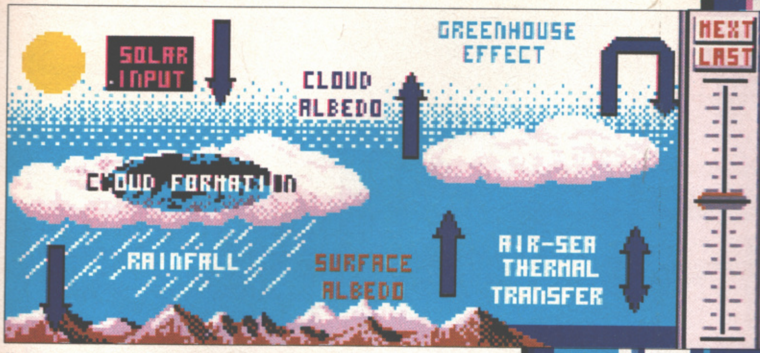
AQUARIUM: BUILD CONTINENTS FOR A WORLD IN STASIS
STAG NATION: HELP CIVILIZATION OUT OF THE STONE AGE
EARTH: THE CAMBRIAN ERA 550 MILLION YEARS AGO
EARTH: MODERN DAY 1990
MARS: TERRAFORMING GREENING THE RED PLANET
VENUS: TERRAFORMING THE ULTIMATE CHALLENGE
DAISYWORLD: EXPLORING THE GAIA HYPOTHESIS

Before diving on into the game proper, the player is given a choice of world models to tinker with, including ancient Earth, Venus and even Mars – the angry red planet.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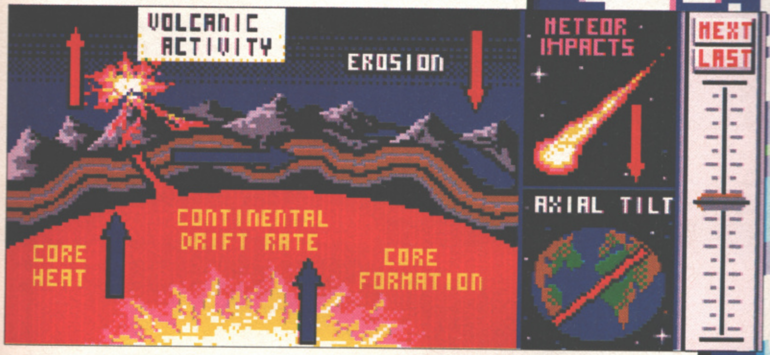
NEXT
LAST

You can control the model *Sim Earth* uses to simulate your planet by using, logically enough, the model control panels. Surface albedo, by the way, concerns the reflectivity of surface biomes.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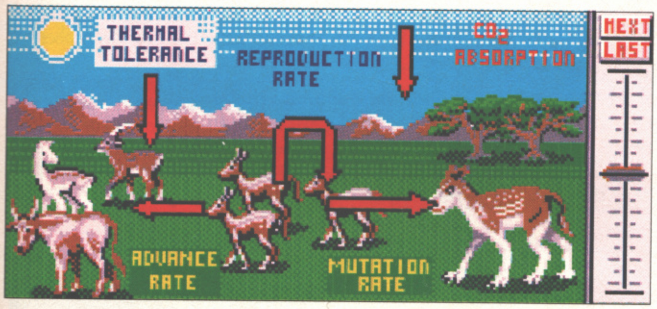
CORE HEAT
CORE FORMATION
AXIAL TILT
NEXT
LAST

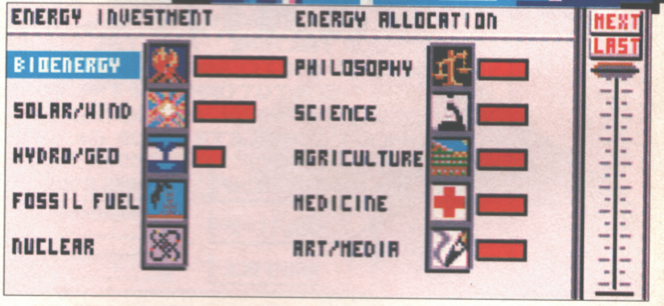
The geosphere covers all those mechanical bits of the planet (for this doesn't have to be on Earth of course, it might be any old planet) like volcanoes and continental drift. Over on the right axial drift and meteor impacts can really alter things drastically.

THE GAIA HYPOTHESIS

***Sim Earth*'s manual thankfully manages to steer clear of 'green' preaching, but instead rants on about something called the Gaia theory. As far as I can gather, the Gaia theory puts forward the idea that the Earth behaves as a single self-regulatory organism... or something. I don't really understand it. For the purposes of the game, however, taking a look at the Gaia screen will give you some idea of your performance. A smiling face means that the Earth is happy, and a frowning face means you probably haven't worked out what all the menus do yet.**


THERMAL TOLERANCE
REPRODUCTION RATE
CO2 ABSORPTION
ADVANCE RATE
MUTATION RATE
NEXT
LAST

Plants and animals can be tweaked too to make them evolve faster. This is perhaps the most satisfying aspect of *Sim Earth*. The player actual get to play with evolution and create new life forms. Heavy stuff.


ENERGY INVESTMENT
ENERGY ALLOCATION
NEXT
LAST
BIOENERGY
SOLAR/WIND
HYDRO/GEO
FOSSIL FUEL
NUCLEAR
PHILOSOPHY
SCIENCE
AGRICULTURE
MEDICINE
ART/MEDIA

To make sure your planet's population evolves and stays that way, invest in various aspects of civilisation.

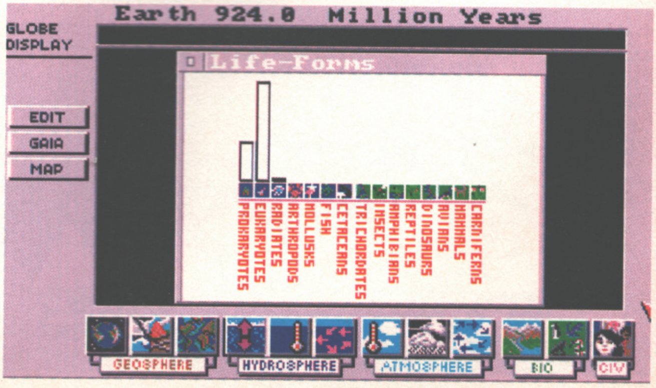
basic rule that other games take for granted – namely, if a game wants to be taken seriously it ought to look the part.

IT'S ON THE MENU

Is *Sim Earth* any different? Er, no. The single disk the game comes on boots up onto a Workbench screen, from which you have to load the actual game by opening windows and clicking on icons. Not a good start. Then, other than a couple of reasonably presentable introductory screens, it's horrible Amiga pull-down menus all the way. Not only do they look tatty, but, because of the calculations that are constantly going on behind the scenes, they respond extremely erratically to your attempts to access them. The actual graphics themselves are even worse – far poorer than many a Napoleonic wargame, and with scrolling reminiscent of the Spectrum in its early days. How come people like Bullfrog manage to come up with complicated strategy games that look nice too, while Maxis seem to be stuck in the mid-fourteenth century?

It's probably just as well, then, that the standard of *Sim Earth*'s presentation doesn't reflect the quality of the workings that lurk beneath the game's surface. That side of things seems to →

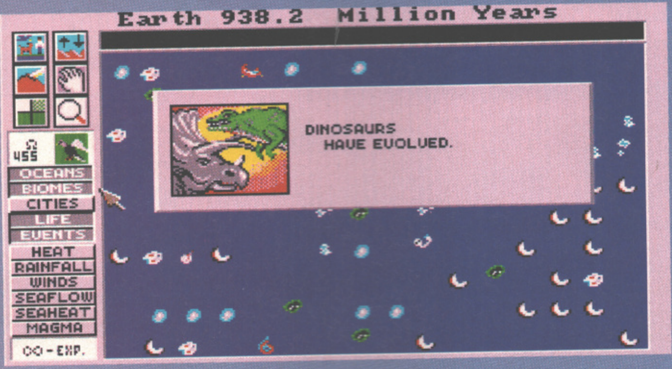
> **"Eco systems are boring – that's the message here"**


Earth 924.0 Million Years
GLOBE DISPLAY
Life-Forms
EDIT
GAIA
MAP
PROKARYOTES
EUKARYOTES
RADIATES
ARTHROPODS
MOLLUSKS
FISH
CETACEANS
TRICHORDATES
INSECTS
AMPHIBIANS
REPTILES
DINOSAURS
AVIANS
MAMMALS
CARNIFERNS
GEOSPHERE
HYDROSPHERE
ATMOSPHERE
BIO
CIV

The handy life forms menu gives an instant rundown on which animals and vegetables are in the running for the Planet's Most Popular Life Form Award.

LIFE... BUT NOT AS WE KNOW IT

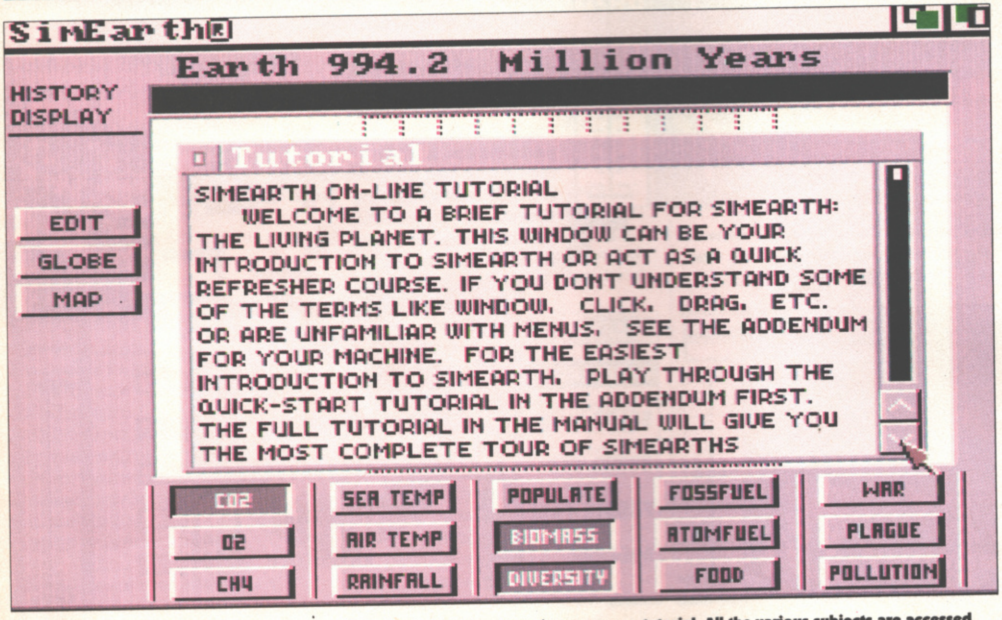
Humans are okay, but let's face it – they've been done. Imagine, instead, if a race of super-intelligent molluscs had evolved as the dominant species on Earth. *Sim Earth* allows for this possibility – if the conditions are right. Alternatively, you could find out what would have happened if the dinosaurs had lived to found a civilisation of their own. Or you could throw humans and dinosaurs together on the same planet and see what happens. *Sim Earth* even provides the potential for Venus fly-traps to evolve into really brainy super-plants that walk around, erm, eating flies.



Earth 938.2 Million Years

DINOSAURS HAVE EVOLVED.

Time rolls on – the earth is now 937.2 million years old. And blow me, if it isn't time for dinosaurs to arrive on the scene (with a little help from the edit screen).



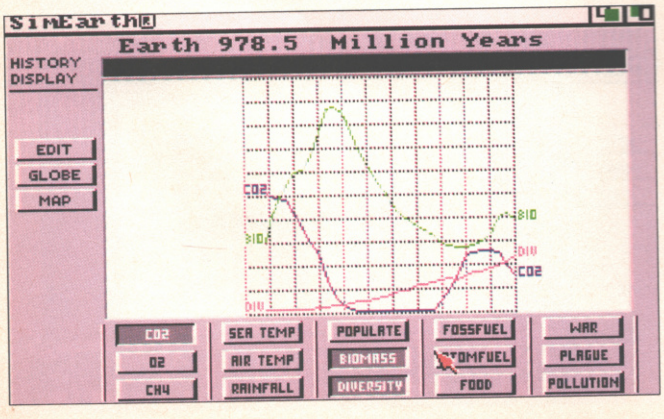
SimEarth®

Earth 994.2 Million Years

Tutorial

SIMEARTH ON-LINE TUTORIAL
WELCOME TO A BRIEF TUTORIAL FOR SIMEARTH: THE LIVING PLANET. THIS WINDOW CAN BE YOUR INTRODUCTION TO SIMEARTH OR ACT AS A QUICK REFRESHER COURSE. IF YOU DONT UNDERSTAND SOME OF THE TERMS LIKE WINDOW, CLICK, DRAG, ETC. OR ARE UNFAMILIAR WITH MENUS, SEE THE ADDENDUM FOR YOUR MACHINE. FOR THE EASIEST INTRODUCTION TO SIMEARTH, PLAY THROUGH THE QUICK-START TUTORIAL IN THE ADDENDUM FIRST. THE FULL TUTORIAL IN THE MANUAL WILL GIVE YOU THE MOST COMPLETE TOUR OF SIMEARTHS

In addition to a rather natty manual, *Sim Earth* also includes this rather nice on-screen tutorial. All the various subjects are accessed via the buttons along the bottom, with scrollable text further up. How thoughtful.



SimEarth®

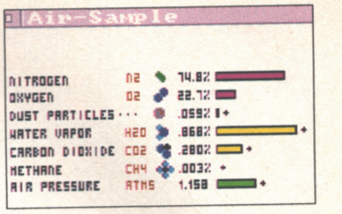
Earth 978.5 Million Years

Here's a throwback to good old *Sim City* – graphs are the easiest way to monitor your planet's progress over a period of time.

work fine, simulating the Earth quite nicely (I assume). The amount of work that's going on under there is, I suppose, quite astonishing, with continents sliding about, ice caps melting, volcanos erupting and species evolving in a really rather convincing manner. As a simulation of the Earth (or, indeed, Mars, Venus or any other planet), *Sim Earth* is spot on.

QUAKING IN THEIR BOOTS

As a game, however, things aren't so rosy. Even if you can forgive *Sim Earth* for its gruesome graphics and clunky user interface, it simply isn't any fun to play. You set up your planet, you tweak a few variables, you trigger a few earthquakes, you dot a few species around, and that's it. Then it's a case of sitting back and seeing what happens, and maybe tweaking a few more variables if things aren't working out. It's quite easy (and often very tempting) to go off, have tea and come back to find nothing has happened in your absence except a little continental drift.



Air-Sample

```
NITROGEN        N2    74.8%
OXYGEN          O2    22.7%
DUST PARTICLES ...    .059%
WATER VAPOR     H2O   .868%
CARBON DIOXIDE  CO2   .280%
METHANE         CH4   .003%
AIR PRESSURE    ATMS  1.158
```

Here we see a breakdown of the current air status. This sure ain't London smog.

This 'tedium' problem is a fault of the much more graphically sound PC version too, so there's obviously something fundamentally wrong in there. Eco systems are boring – that's the message that comes across.

But before I pen that inevitably damning final paragraph and apply myself to the painful task of coming up with a suitably low mark for the thing, I'll try to soften the blow a little by giving a special mention to the *Sim Earth*'s manual. It's actually very good, explaining the game's complexities in a way even I managed to understand, and providing masses in the way of background information. A thumbs up there then.

GREAT BALLS OF FIRE

And now the part I hate. (No, I do. Sometimes I wonder whether I'm really cut out for this business.) I can see how much work has gone into the game. I can see the tears welling in Ocean's eyes when they read this.

But my verdict has to be: don't do it. If you loved *Sim City* (which I certainly did), this could easily seem to be the next obvious step. But there's simply no comparison. *Sim City* was clean, straightforward fun. The nicest thing you can say about *Sim Earth* is that it works. It's big, messy and absolutely no fun at all.

● ***JONATHAN DAVIES***

▲ **UPPERS** It simulates a planet's ecosystem very convincingly, and might therefore prove useful as some sort of educational tool. And even if you only have one go, that'll keep you busy for several hours.

▼ **DOWNERS** The trashy presentation would be forgivable if the game wasn't so cripplingly boring to play. It tries to offer too much, and ends up offering nothing.

THE BOTTOM LINE

Okay, I was hooked for a while to begin with. But it quickly became apparent that a planet simulator – in this form at least – is absolutely no fun at all to play. There just isn't any mileage in the idea.

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FASCI

At last, an adventure where the main character is a woman.

Or is it just an excuse for a bit of smut?

Game: Fascination
Publisher: Tomahawk
Price: £29.99
Authors: Muriel Tramis (design), Philippe Lamarque (programming), Y Chosse, J Kluytmans, Rasheed (graphics), Moby (sound)
Release: Out now

Apparently it's bad practice to kick off a review with a summary of the game's plot. You're meant to begin with some sort of 'hook' to catch the reader's attention – a joke, perhaps, or an amusing anecdote about the game's programmers. Let's throw away the rule book, eh?

You are Doralice, "the sexiest captain on the Paris-Miami flight", according to *Fascination*'s manual, and you find yourself in a hotel room with a briefcase given to you by a dying passenger on your plane. In the briefcase is a vial containing a dangerous aphrodisiac, he explained, which has to be taken to the president of a certain company without it falling into enemy hands. The passenger's dying words were: "The briefcase combination is... AARGH!" On the advice of the manual you tap the combination 'AARGH' into the briefcase and it opens to reveal an electric toothbrush which in turn contains the aforementioned vial. The door to the hallway is in the corner. You've played this sort of thing before. I'm sure you can work out where you've got to go next.

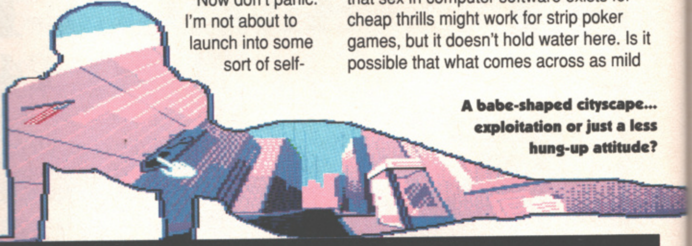
> "Does its best to make the player comfortable"

Those who decry the gaming world's proliferation of male heroes will be pleased to note that Doralice is actually a babe, and she's just as capable of clearing up mysteries as any crummy man. But, erm, hang on a minute. Why is Doralice there, exactly? Merely to provide a little non-sexist variety? Or something rather more sinister?

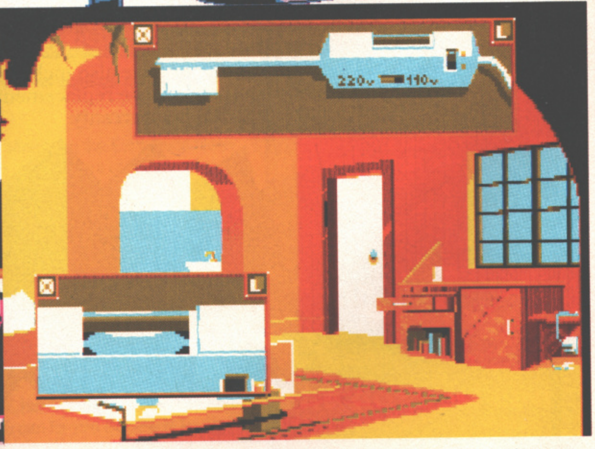
Now don't panic. I'm not about to launch into some sort of self-righteous, pseudo-feminist spiel (I hope). I'm as much a fan of a bit of innocent rumpy-pumpy as the next man. Hell, I've even watched a couple of Carry On films. But *Fascination* comes across as the product of group of individuals who thought it would be a bit of a laugh to pretend to have an attractive woman performing at their every beck and call. To this end you can send Doralice through a graphic shower-scene without encroaching on the story line in the slightest, and there are pieces of her underwear lying around for you to rifle through, again to no obvious end.

THE QUEEN OF BABE-ALONIA

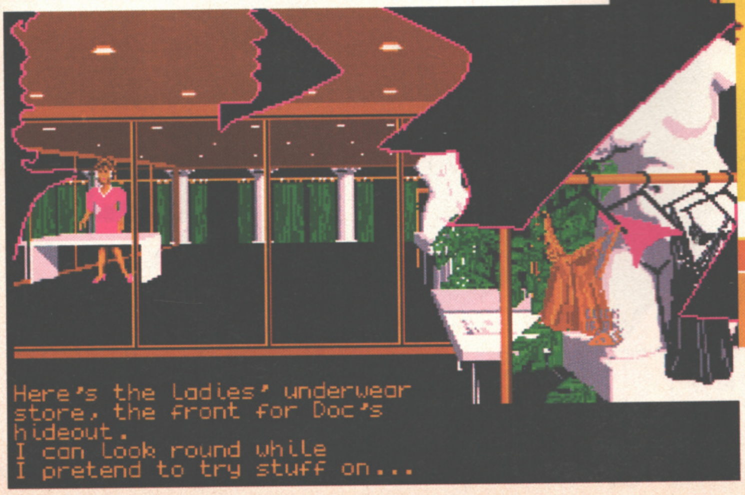
What clouds the issue, is that *Fascination* hasn't been dreamt up by your average deranged games person, but a French female designer. There's also the fact that the sequences which appear to have been included purely for titillation are far too jokey and cartoon-like to excite even the most desperate individual. The argument that sex in computer software exists for cheap thrills might work for strip poker games, but it doesn't hold water here. Is it possible that what comes across as mild



A babe-shaped cityscape... exploitation or just a less hung-up attitude?



Above: You open the briefcase to find an electric toothbrush... and if I were an international espionage type, I'd hide my dangerous aphrodisiac in there.



Here's the ladies' underwear
store, the front for Doc's
hideout.
I can look round while
I pretend to try stuff on...

Left: If you're a cynical sort, you might say that Doc's hideout is behind the lingerie store for smutty reasons. But it could just be a bit of grown-up fun.

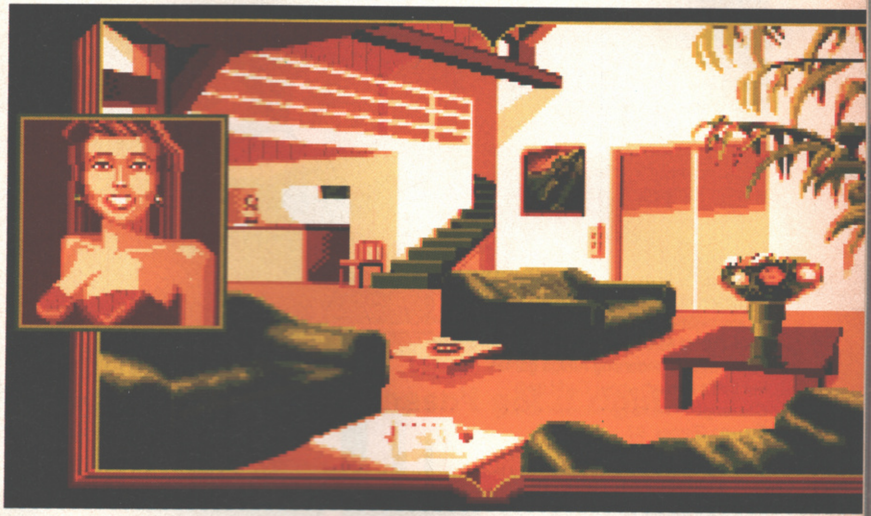
NATION

exploitation to us British is simply an example of the French people's open attitude towards sexuality? It's a strange thing to be asking in a game review, I know. But with *Fascination* it's a relevant issue, believe me.

If this all sounds like your idea of fun, though, there are more important points to consider. Games like this are all about solving puzzles, and it's the puzzle side of things where *Fascination* falls down. It's not so much that the answers are too obvious – would you have guessed, for example, that the best place to hide a vial of liquid was in the ice-box of a fridge? The trouble is that while there's a problem waiting to be solved, that's all you're allowed to think about. Your movements are restricted pretty much to the location in which the puzzle is set, and you can't actually do anything that isn't connected with the puzzle's solution. It's impossible to get side-tracked, or to go and tackle something else while you're having bit of a muse. And as your actions are limited to clicking on things on the screen and using objects from your inventory, a few minutes' random clicking and using is usually enough to turn up the answer to most situations. And then it's on to another location and another puzzle. Ho hum.

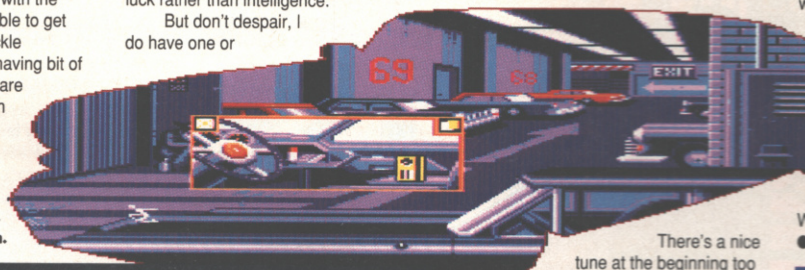
"Answers are found by luck rather than intelligence"

At the moment, for example, I'm stuck in a kitchen where I've obviously got to mix together three chemicals to create poisonous fumes. (I've no idea why, but it's the only thing I can do so it must be right.) Every time I do it, however, the fumes get into my eyes and I die. I've presumably got to protect them somehow. I'll get there eventually, but I'll wager the answer will be found by luck rather than intelligence.



Probably best to have a quick chat with that curvy receptionist – they always know what's going on.

But don't despair, I do have one or two appreciative comments up my sleeve. The main one regards the graphics which are clear, well-drawn and nicely animated on the rare occasions on which they move.



In the car park, there's a car. And in the car there's... But that would spoil the fun.

There's a nice tune at the beginning too (but what about those jingles?!). And one or two of the jokes (this is a 'humourous' game) are actually quite funny, in a French sort of way. The mascot that dances on the bonnet of the car when you turn the stereo on is a case in point. This is a game which does its best to make the player comfortable when playing it, I'll give it that.

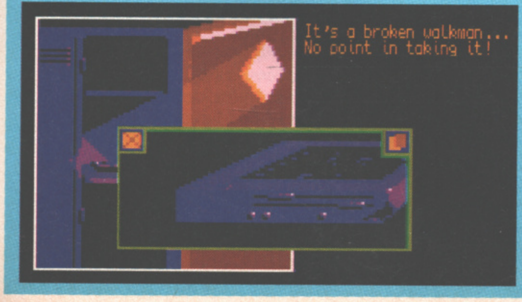
Okay, so I may have simplified things a little regarding the restrictiveness of the thing, but all the time I was playing it, my overwhelming feeling was that I was being channelled in the direction the game wanted me to go, rather than being left to explore it of my own free will. I hate that feeling. I like to be in charge. *(It's true, we've seen the jackboots – Ed.)*

These people clearly know how to write computer games, and I hope they do another one. But before they do, they'd do well to take a good look at the direction Lucasfilm are taking things construction-wise. Linearity is out. Flexibility is in. And shower scenes are best left to Wash 'n' Go adverts.

● ***JONATHAN DAVIES***

A TYPICAL FASCINATION 'PUZZLE'

You've found a Walkman in a locker by the swimming pool. It doesn't work, and there's no tape in it, but when you click on the battery compartment it tells you you'll need some sort of tool to get it open. You're carrying a torch, a telephone token, a newspaper and a pendant. The game's obviously not going to let you get any further until you sort this one out. What do you do?



It's a broken walkman...
No point in taking it!

ANSWER

Try everything in your inventory until you find the item that works. (It's the telephone token, as it happens.)

You'll have to use the telephone, but which number should you call?

UPPERS It's well programmed, there's the occasional laugh to be had, it looks nice and could be ideal if you're baffled by traditional, tougher adventure games. (I'd hesitate before recommending it to the 'younger player', though.)

DOWNERS The game's layout is far too linear – you solve a problem, move onto the next location, solve another problem etc. And Germaine Greer would have a heart attack. *(But surely that should be in the 'Uppers' section – Ed.)*

THE BOTTOM LINE

I did kind of enjoy playing it, and the *Cruise For A Corpse*-style game system is one of the easiest I've ever used. But it's too straightforward and limited in scope.

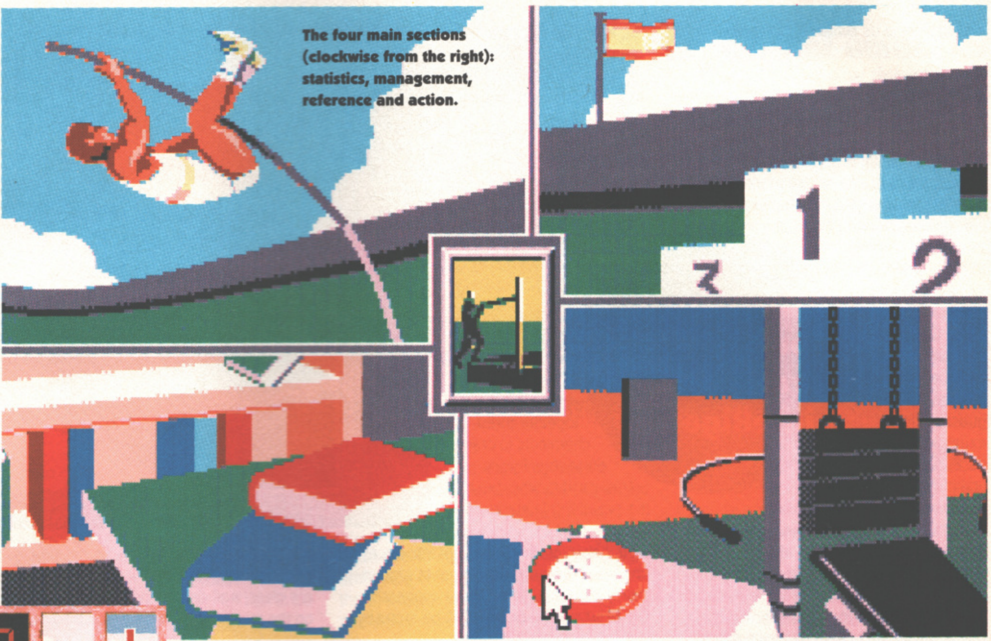
67 PERCENT

THE GA

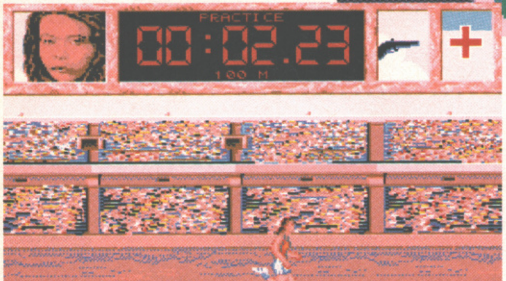
Game: Espana – The Games '92
Publisher: Ocean
Author: Creative Materials
Price: £29.99
Release: Out now

The Olympics is upon us again (well, it'll be long gone by the time you read this, but bear with me). For those of us not caught up in the mass-media coverage of disappointment and glory, there's no getting away from the commercial abduction of what used to be a purely amateur get-together. These are the '90s, when sports heroes also make a buck, selling milk or endorsing Amiga games. But that's enough about *Carl Lewis Challenge* – we're here to talk about *Espana Games '92*.

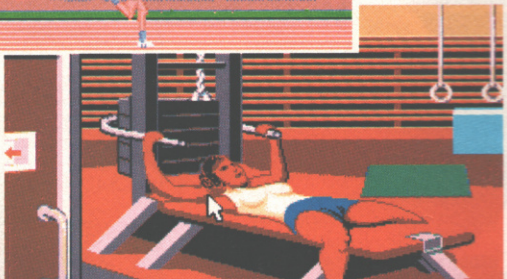
My first thoughts questioned how a game could successfully capture all the Olympic elements – 'over 30 events, team management, a hall of fame and extra contests', as the game claims. Even the *Carl Lewis* game covers only five events.



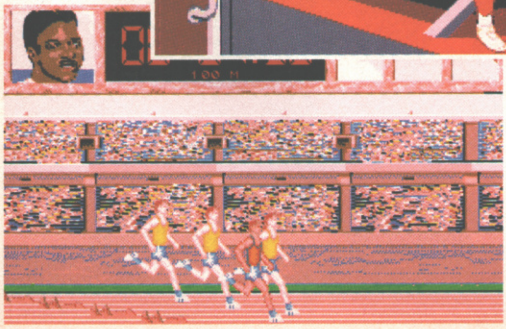
The four main sections (clockwise from the right): statistics, management, reference and action.



Training for those track events is a lonely affair – only a clock to race against.



The gymnasium, where you'll be gob-smacked by the animation... Not!!



There's some incredible background detail... Not!

We want more than joystick waggling

'Perhaps I better sit down and study the manual for a day or two,' I thought. It was just as well I did.

The structure of this game is divided and sub-divided into ten different sections. A category selection screen gives you a choice of track and field; swimming and diving; or boxing, wrestling, judo and fencing. Once you've selected which events you wish to take part in, a disk prompt tells you which of the four disks to insert. A further selection screen is divided into an action section, a statistics section, a reference section and the management section.

The Games '92 sets out to be a strategy-cum-action arcade game – it's impossible to compete in any of the Olympic competitions unless you've been into the management section. This is because all events take place on specific dates, exactly the same as the real life Olympic games in Barcelona. Unless you advance the date (manually, using an on-screen calendar), all you can do is practice.

The practice level gives you no idea of the Olympic competition – in the 100 metres for example, all you do is run by yourself against the clock. (At least the separate arcade level in *The Carl Lewis Challenge* puts you into Olympic competition with other named athletes).

Clicking on the management section eventually brings up the office screen. Among many other things you'll find the diary, a clock, the calendar, and the team file. Open this to bring your fictitious team on screen, then click on any athlete to peruse their athletic statistics.

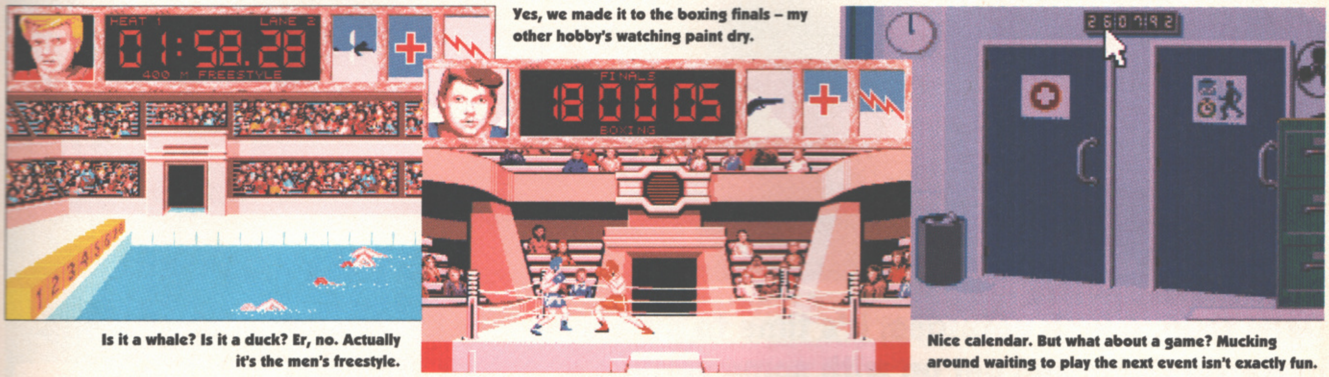
Now select an athlete for each event. You must train and exercise them. By clicking on the diary you'll find out the dates and times of all activities leading up to and including the Olympics, with a training timetable already laid out for you.

Once exercise is complete and you're happy with the training output of your athlete, you may advance the calendar and take your athlete to the first heats. It's important to remember that only when you've trained an athlete and consulted the diary for dates and times of heats, can you enter for Olympic competition. By comparison to the more fluid *Carl Lewis*, this aspect makes the game both frustrating and long-winded.

To begin competition, select the action section. If you've selected the right athlete and coordinated the right date and time, you can begin entering heats. Make the wrong selection and all can you do is practice. Frustratingly, that means

> **"A real marathon to struggle through"**

MES '92



Yes, we made it to the boxing finals – my other hobby's watching paint dry.

Is it a whale? Is it a duck? Er, no. Actually it's the men's freestyle.

Nice calendar. But what about a game? Mucking around waiting to play the next event isn't exactly fun.

in our sports sims these days. *Games '92* tries to supply the extra but hasn't got it right.

working back through all those sections to the office. It's completely inflexibile.

Perhaps the most important aspect of this game is its control system. Timing is the key. In track and field events for instance, you must co-ordinate the button clicks with appropriate footfalls. You'll find that this applies in some form to all the events, but once you're in the boxing, fencing and judo it really does get complex.

You'd think that a game with so much complexity had got the basics right first. Wrong! The graphics in *Games '92* are mediocre to say the leastt – they look like something from yesteryear. Even *Track And Field*, the 1984 coin-op that started the whole thing off, blows this to pieces visually.

The backgrounds are atrocious too – there's no animation in the crowd at all, for a start. *Carl Lewis*, by comparison, features animated faces and parallax scrolling, as well as some different angles on the competition action.

The so called 'fun click-ons' in the office are utterly irrelevant. Yes, you can fiddle around with a desktop Newton's Cradle. Big deal. *Games '92*'s creators would have been better employed putting more effort into event action and crowd animation.

There are signs of scope, but the game is limited to one player, (unlike *The Carl Lewis Challenge* which takes up to four), which at a stroke wipes out the thing that's most fun about sports games – getting a few chums round and having a competition.

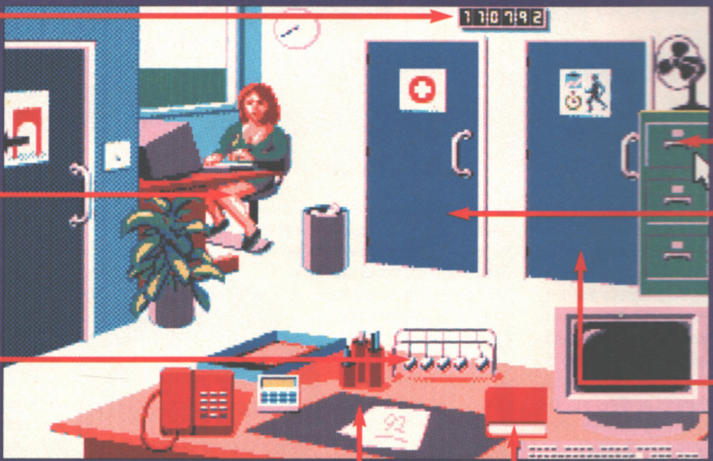
> **"The graphics are mediocre to say the least"**

Games '92 tries to combine management strategy with arcade action, and that's where the game falls flat on its face – there are too many sections. There's nothing in the statistics and reference sections, for example, that couldn't have been put in a book, or in the manual for that matter.

Training and coaching is all the player really needs. What I'm interested in is getting athletes to the games, and for all its faults, *Carl Lewis Challenge* helps you do that quickly. *Games '92* is unfocussed and sprawling, and combined with the incessant disk swapping and interminable accessing, that makes this a real marathon to struggle through.

● ***MATTHEW SQUIRES***

AND THIS IS WHERE YOUR QUEST FOR MEDALS BEGINS.



Advance the clock and calendar to get to the Olympic heats.

The secretary isn't one of the fun click-ons.

But the animated Newton's cradle is – big deal.

If you get bored, you can play with the bin and rattle your pens.

You'll need to consult the diary to get anywhere in this game.

Your team is squeezed into this tiny filing cabinet.

This door takes you into the medical room...

...and this door takes you into the gymnasium.

UPPERS There are definitely a lot of different events, which with the management section provide potential scope, but....

DOWNERS By the time you've got your athletes through the first heats, the constant disk swapping and ludicrous over-complexity will have you begging for the summer holidays to finish.

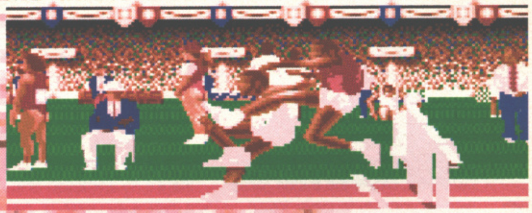
THE BOTTOM LINE

Complexity, sluggishness and terrible animated graphics all highlight a game which has tried to do too much. I think it forgot the basics, and and got bogged down in all the extraneous stuff.

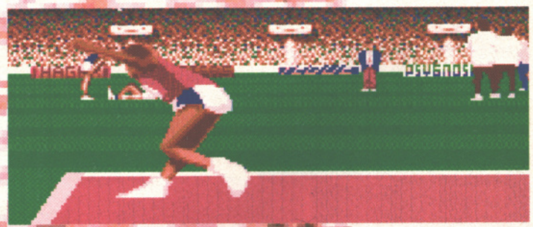
38 PERCENT

CARL LEWIS

Okay then, couch potatoes, it's time to put away your Lycra shorts, open a bag of Kettle Chips and get on with some serious armchair athletics.



Hurdle-tastic animation helps to liven up the competition bits.



Even the shot putt manages to look good (quite an achievement, really).

Game: Carl Lewis Challenge
Publisher: Psygnosis
Author: Teque
Price: £25.99
Release: Out now

Ha, ha, ha, ha! Oh, sorry. But this is a joke, surely? Stuart has obviously accidentally given me an incomplete, demo version of the game to review.

No!? This is it? This is what they're actually trying to get people to buy? But it doesn't look finished. I mean, it's fine as far as it goes, but it doesn't go far enough. There have been some attempts to bring the athletics sim into the '90s, but they seem so half-hearted. Sure, you can play it, and some of the events are quite fun for the initial couple of plays, but it just doesn't come across as being very substantial.

And why is it so easy? I mean, I'm no joystick genius, but the first time I played it I won four gold medals out of a possible five and broke three world records. Not really much of a challenge, is it?

BE IT EVER SO HUM-DRUM

There's nothing intrinsically wrong with the game from a technical point of view. The graphics and animation are very good, there are no bugs and the control systems are very responsive. And some impressive research seems to have taken place. The game features well over 100 top world-class, current, real-life athletes and Fatima Whitbread has acted as athletic advisor. But it's all so hum-drum.

It's like this, you see. It's a game of two halves. The first is a management-type affair where you subject your chosen team to rigorous training so that they're at peak fitness for the events, and decide which athlete should take part in which event. The second is an arcadey bit where you actually get to take part in five events: 100m dash, 110m hurdles, javelin, high jump and long jump.

> **"The events are fun for the initial couple of plays"**

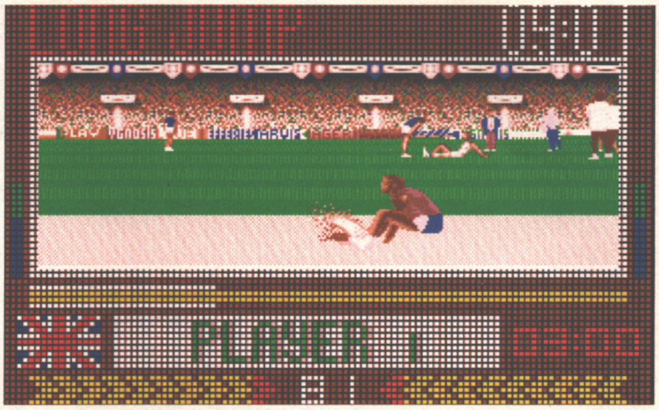
It's easier to win the events with well-trained athletes – *you* might be brilliant but if your team isn't fit then your job will be a lot harder. Then again, if your arcade technique is not too hot, a tip top team can give you the advantage you need.

You can actually choose to play just one half (choose the second!), and the other will be handled automatically by the computer. If you only want to play the

arcade section the computer supplies you with a standard team – nothing sensational, but no lamers either – with which to attempt the events. Choose just the management section and the arcade section is played out purely according to the fitness standards your athletes have achieved.

You start by choosing your team from a very pretty menu selection screen. This is the first and last piece of extraneous stuff you are going to see – from here on in everything is strictly functional. Each team contains 10 top athletes from that country, so, for example, the British team includes our very own Linford Christie.

Up to four people can take part, but you never play simultaneously. Each player goes in a separate heat, so head to heads are out but at least you can try to beat each other's scores. As the computer puts up so little effort to beat you, playing against mates is the best way to get optimum entertainment value from the game.



Whatever quibbles you might have about the game, there's something rather appealing about being a world class athlete, even if it's only in a make-believe long jump.

Since you can't compete side-by-side, though, finals are an odd affair. If all four of you make the final, it has to be run four times with the computer taking control of the other players – not the most satisfactory solution.

If you've chosen to play the management section then your team is a bunch of old duffers and you have five weeks to train them to peak fitness. This whole section (explained in glorious colour on the left there) is yawnsome in the extreme. The main screen is bland, the graphs that pop-up are at best utilitarian, and the actual process of playing it is slow and tiresome. It's a good idea that hasn't been fully developed.

THE RHYTHM METHOD

The actual sporting events are much more fun, for a while at least. There are three methods of control, and the traditional joystick waggling is by far the most energetic and enjoyable. But the other two control methods, gearing and rhythm (no, I'm not going to say a word) are interesting variations, requiring a bit more accuracy and skill as you have to time button presses to various marks or the swing of a pendulum.

The screen displays in this section are very impressive, each containing a main section showing the event in crisp, clear, detail, including realistic digitised animation of athletes and a schematic scanner which shows where you are in a race, or the run-up area for the jumps. Various other bits of info (times, heights etc) are also displayed, so it's always pretty easy to work out what's going on.

There are five heats to each event, the last being the final. In the first four all you have to do is beat the qualifying time, but in the final you have to compete against the other athletes.

The problem is, all the events are so easy – a bit of waggling or well-timed pressing, a jab at the fire button and that's it. As I said before, the first time I played I had a team supplied by the computer and got three world records and four golds. So, what's the point in all that training when you can do so well with a team that's not up to scratch?

The lack of presentation gloss is obvious again when you've completed the finals. You'd expect some kind of little medal-giving animation. But no. All you get is a dead boring results screen with a gold, silver and bronze blobs next to the winners then a game over message. You don't even get any indication as to how your team has done overall in the challenge compared with other, computer-controlled teams, just other human ones.

The problem is that none of the five sports included here is particularly dynamic in its computer form, and the authors seem to have done little to liven things up. Taking the *Carl Lewis Challenge* is ultimately a rather pointless exercise.

● ***DAVE GOLDER***

> **"The computer puts up so little effort to beat you"**

UPPERS The actual events look great with some superb animation and clearly laid-out displays. It's also very easy to pick up, and the three different control systems are a novel twist. The multi-player mode provides some heated moments.

DOWNERS The management section is so poorly presented you'll probably only want to play it once. The events are all so easy that there is no sense of challenge. Multi-player mode lacks head-to-head. The music is repetitive in the extreme.

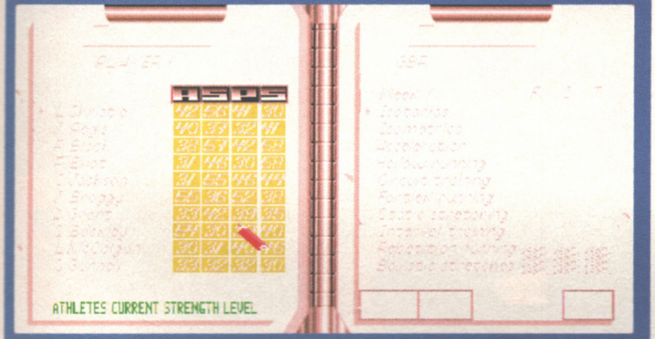
THE BOTTOM LINE

Marginally entertaining and visually attractive, but really very deeply flawed.

56 PERCENT

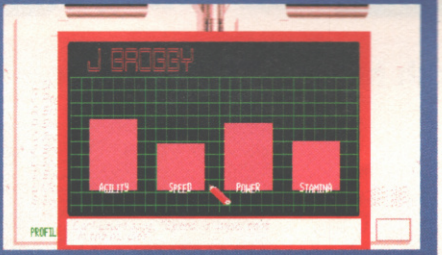
BUT CAN YOU MANAGE?

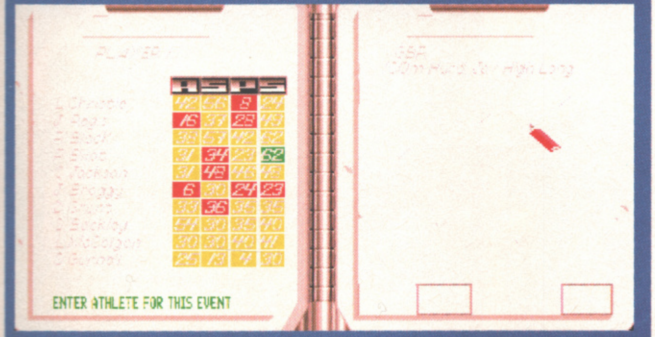
Your mission, should you choose to accept it, is to train a team of 10 athletes so that they are ready to compete at an international level. There are five events which need to be won to maintain the honour of the country. You have five weeks in which to achieve this.



You enter all the training instructions using this notebook. On the left are all the athletes names and their current physical status. On the right hand side is a list of the different exercises you can make each athlete do.

Click on an athlete's name to see a bar chart of his current physical state. Each event requires a different combination of these attributes. A diary of exercises is the key to altering these attritutes to the the optimum levels.

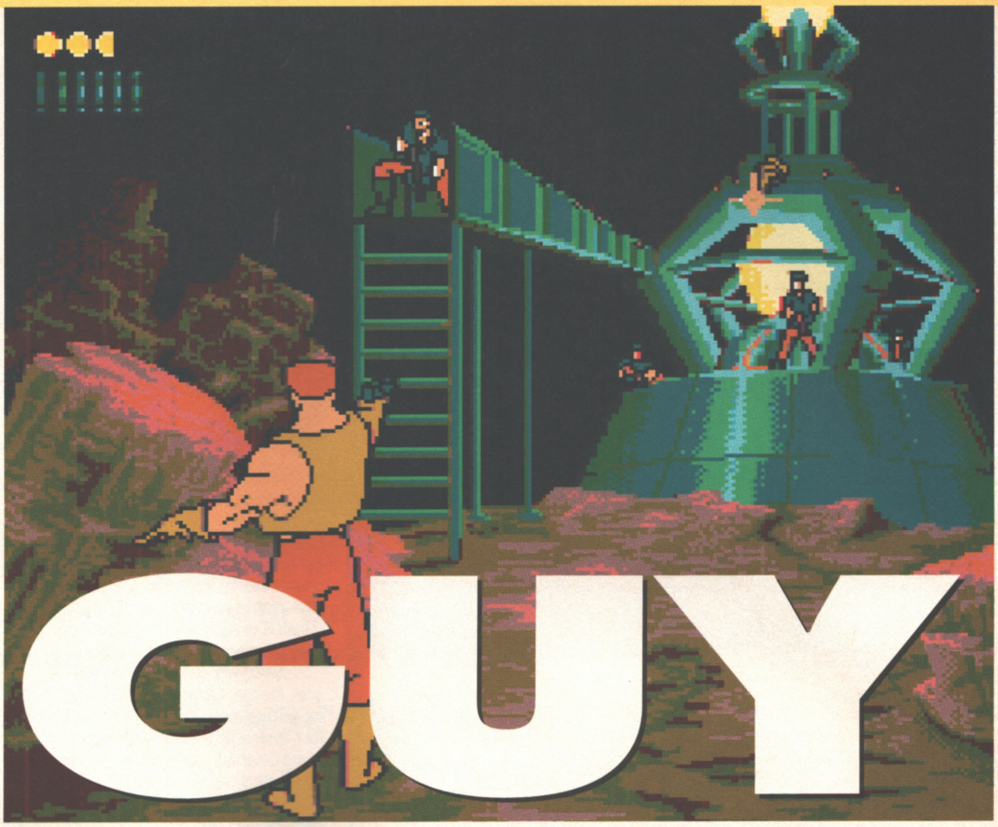




When you've set the exercises for all the athletes, click on 'done'. That will be one week's training. Repeat this process five times, and then you get the team selection screen. Simply click under the event next to the name of the athlete you want to compete in that event.

Game: Guy Spy and the Crystals of Armageddon
Publisher: ReadySoft (via Entertainment International)
Price: £29.99
Authors: Steve Francis (programming), Rui Albino, Hugh MacLeod & others (graphics), Jorge Freitas & Sonix Music System (sound)
Release: Out now

GUY SPY



If Indiana Jones and James Bond had a son, he might look a bit like Guy Spy, although he'd probably be more entertaining.

A picture, they say, is worth a thousand words. With that in mind, here are ten of the best pictures from the 13 short animated scenes that go to make up *Guy Spy*. So that's ten pictures at 1,000 words a picture. That's… er… five and one is six… carry the two… that's a grand total of 10,000 words. 10,000! Crikey, and I was only asked to write a thousand. Gosh, I hope they pay me more. Oh well, better go, I've got some shopping to do. Enjoy the pictures. Bye…

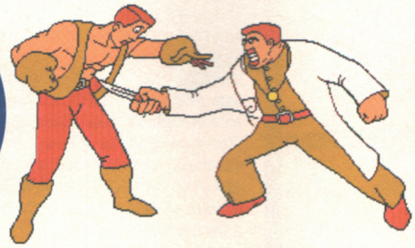
Ho ho, not really. That was just me having a bit of fun. You can't really blame me, I had precious little of it while playing the game. *Guy Spy* is the latest addition to that long chain of ReadySoft games – you know, the ones where Mr Gameplay hides under the seat, while big-sprited, slow-moving cartoon graphics do the driving.

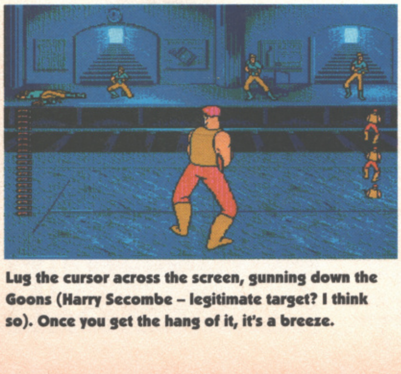
I, SAID GUY, I SAW IT DIE

True, one or two of the scenes in it were quite enjoyable, but most got tiring very quickly. True, it's an improvement on previous incarnations (*Dragon's Lair*, *Space Ace* et al), but singing its praises for that reason would be rather like knighting the Yorkshire Ripper because he's not as evil as Hitler was. If this game was a horse, it'd be a tin of Pedigree Chum served in a golden dog-bowl.

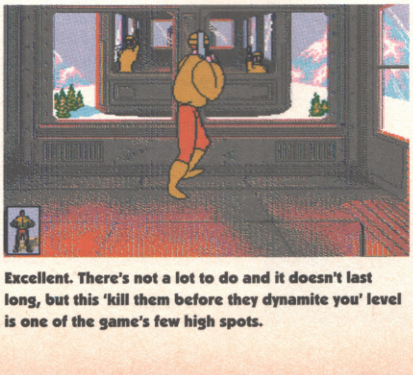
Ouch! Hatchet jobs might be fun, but any critical assault needs plenty of hard evidence to

"This doesn't hang together as a game"

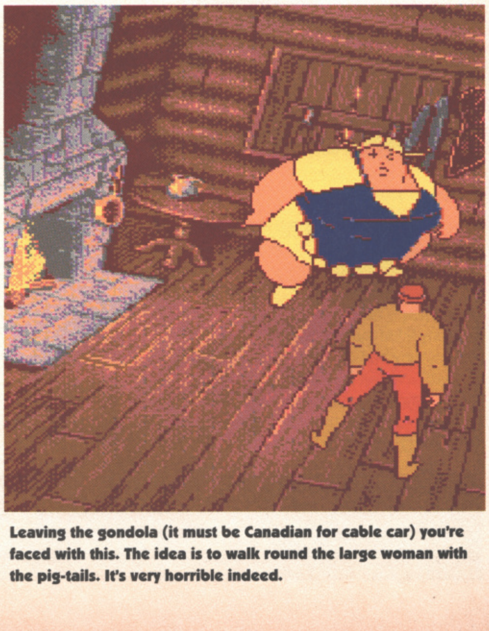




Lug the cursor across the screen, gunning down the Goons (Harry Secombe – legitimate target? I think so). Once you get the hang of it, it's a breeze.



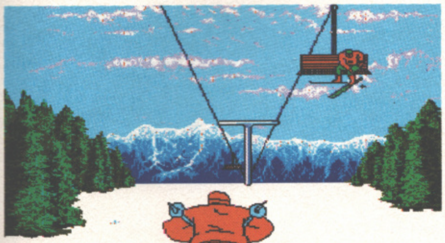
Excellent. There's not a lot to do and it doesn't last long, but this 'kill them before they dynamite you' level is one of the game's few high spots.



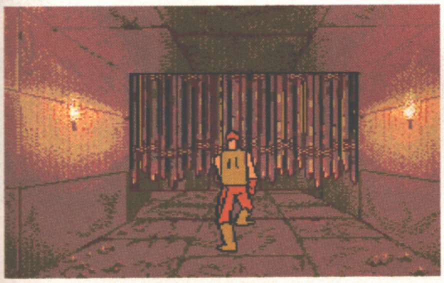
Leaving the gondola (it must be Canadian for cable car) you're faced with this. The idea is to walk round the large woman with the pig-tails. It's very horrible indeed.

back it up. With that (and the libel laws) in mind, here are five fact-packed reasons why *Guy Spy* is – how shall we put it? – somewhat less than outstanding:

Speed: Because the graphics are so detailed, the sprites so big and the animations so complex, everything moves very slowly. A lot slower than your joystick hand. As a result, Guy is more often than not doing something you wanted him to do a few seconds ago, which you've since changed your mind about. Just a little bit annoying, that.



Fun in a mindless sort of way, this is a zig-zag journey past (tip: but not through) bushes, bombs and big metal poles. Bond would be proud.



Two instalments of this; one now, one after the meeting with mummy. The obstacles are crap, the maze is big, you get lost, you wander round for hours, you get bored.

Difficulty: Infinite continues and full save-and-load facilities make it hard for *Guy Spy* to share a bed with the concept of long-term appeal. I got to level 11 (out of the 13) in two hours. Sure, it then got a lot harder, but being able to complete about 80% of the game in such a short period of time hardly signals money well spent.

Depth: 13 totally separate scenes means – connecting graphic interludes or no connecting graphic interludes – this doesn't hang together as a game. There's no sense of development, progression or rising to a challenge. It's a 'been there, done that, may as well try the next one' sort of game.

Constraints: Guy is limited to a very small number of moves, usually just three functions per scene (left, right, fire; duck, swing, jab; etc). Most of the scenes are single screen affairs, with Guy only able to move in a small section of the screen. In a few he's rooted firmly to the spot. The vast amount of animation data needed for every move means you don't get many options to choose from.

Gameplay: The gameplay is certainly varied, with shoot-em-up bits, beat-em-up bits, maze sections and more. Because of the constraints, there's not a lot in the way of real playability (though more than in previous games of this type). A couple of the scenes are fun, a couple more are passable, but the majority are dull, repetitive types that you can probably complete by switching to autofire and going to have your tea.

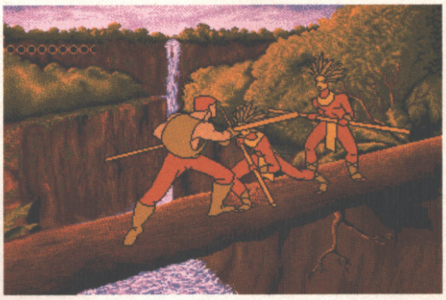
It's been said before, but not by me, so here goes… If I want to watch a cartoon, I'll get up at six o'clock on a Sunday morning. It won't cost me thirty quid, and I get to ogle Michaela Strachan too. In other words, stuff the graphics – give me gameplay. At least enough to make a game out of.

Sure, it looks great and it does have a certain amount of playability to it. However, there's little impetus to re-play a scene you've completed, and therefore the easiness of much of the game makes it a bit of a lead balloon. *Guy Spy* has got a few things going for it, such as the fact that it indicates that ReadySoft are actually starting to realise that lush graphics do not, on their own, a game make. A couple more titles, expanding on the progress made here, may mean the Canadian developers won't be needing the rifle club and Jimmy Hill's home address after all.

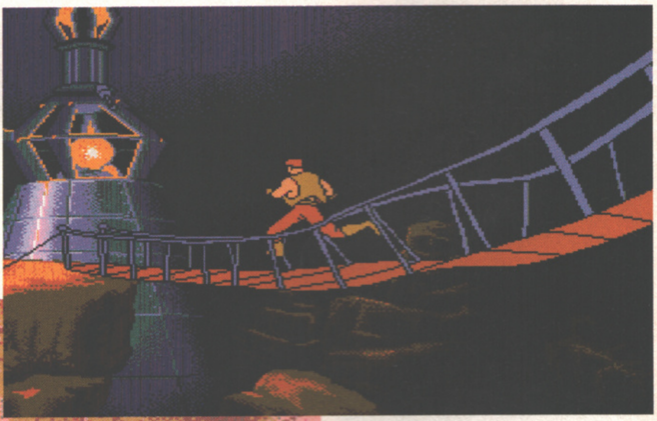
Oh yes, and top marks for the gloriously camp way in which the Guy sprite minces around the pyramid maze. "That walk's got to be worth an extra five percent," remarked a passing Stuart Campbell. All right Stuart, you talked me into it.

● ***ADAM PETERS***

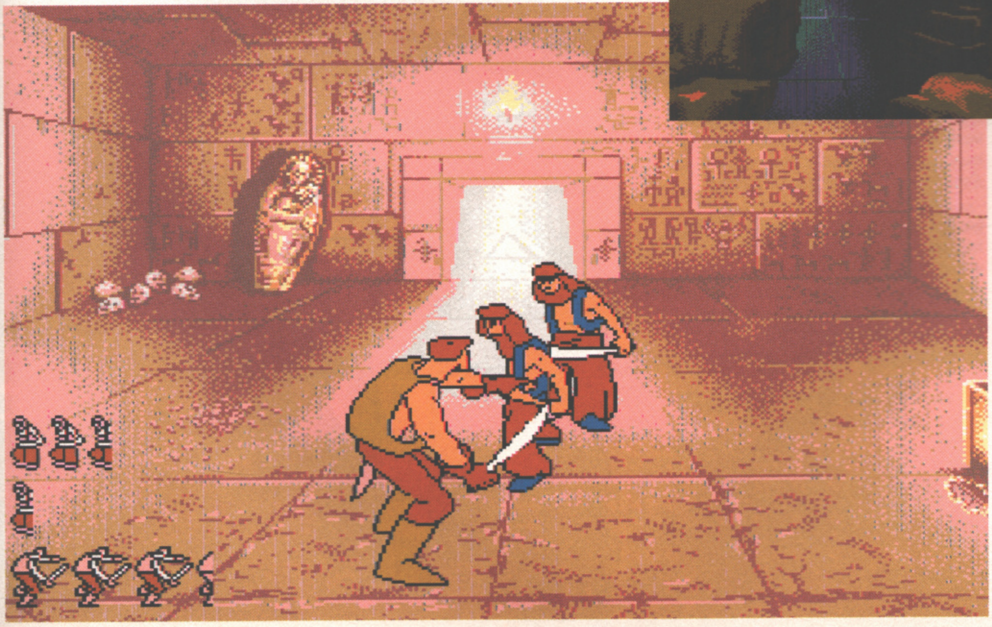
> **"There's not a lot by way of real playability"**



Relive that famous Robin Hood scene. The difference is Robin only faced one opponent, you face an infinite number (till you reach the other end of the log, at any rate).



Even visually fab bits like this rope bridge don't make up for the fact that there's not much game in there.



And suddenly it goes all easy again. The sword-ed up Goons have barely got through the first verse of their amusing rendition of their classic song 'Ying Tong Iddle Eye Po' before the next level is loading.

▲ **UPPERS** A few fun scenes and an overall move in the right direction. Er… Um… The free poster's quite nice.

▼ **DOWNERS** Nice video, shame about the song. Too easy, too difficult, too slow, too clumsy, too dull, too repetitive, too limited. Too little.

THE BOTTOM LINE

It could have been worse. (It could have been another *Space Ace*, for example.) This style of game might just work if the developers can keep pumping up the gameplay. *Guy Spy* is awful, but encouraging.

33 PERCENT

Game: Bug Bomber
Publisher: DMI
Authors: Kingsoft
Price: £25.99
Release: Out now

That *Sensible Soccer*, eh? What a brilliant game it is. Did we mention it to you before at all? Surely we did. It's utterly lovely and, most importantly of all, it's got an alliterative name.

Think about it. All the best things in the world have alliterative names. There's *Sensible Soccer*, of course, and *Manic Miner*, and *Final Fight,* and Betty Blue, and Magnus Magnusson, and the *Blues Brothers* (the game, that is), and Monster Munch, and Pablo Picasso, and *Bubble Bobble*, and Marilyn Monroe, and the Morris Minor, and Wayne's World, and the Go-Gos, and Mad Max, and Bugs Bunny, and... *(Yes, yes, we get the idea. – Ed)* But what about *Bug Bomber*?

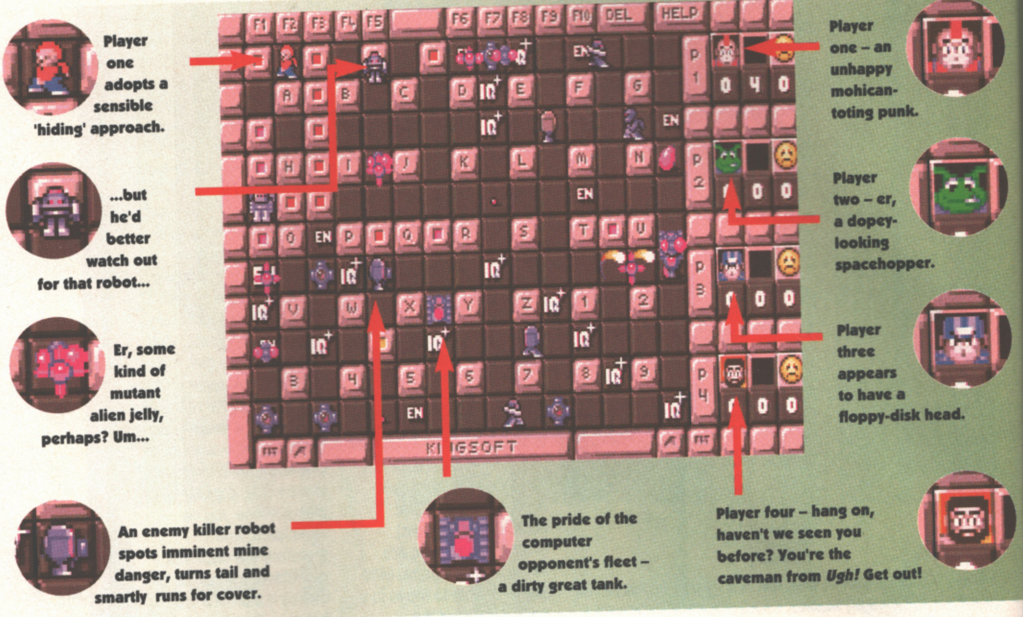
Well, I don't know, really. I mean, it's got the alliteration bit sorted. No problems in the alliteration department whatsoever. 10 out of 10 on the alliteration-o-meter. But it's still lacking in one crucial area. There's still one fly in the ointment, one spanner in the works, one flaw in the plan – it's still not as good as *Sensible Soccer*.

I mean, for a start there's the graphics. *Sensible* gives you lush green pitches and hundreds of teams with gorgeous, colourful kits which you can even design yourself. *Bug Bomber*? Well, it's pretty much all bricks, really.

Then you've got sound. Where *Sensible* features a whole disk of crowd samples, piercing whistles and great, solid-sounding thumps as boots meet leather, *Bug Bomber* limps along under the weight of the odd beep, bang, parp, clang and crunch. It's all very well, but it says nothing to me about my life, I can tell you.

How about the number of players? Well, *Bug Bomber* does let up to four play at once (two on joystick and two on keyboard), with a choice of gamestyles (co-operating against the computer or trying to slaughter each other) and lots of selectable skill levels (more and smarter baddies), but *Sensible* caters for up to *64* at a time!

But the crucial bit, of course, is the gameplay. Here, kids, is where it really falls apart for *Bug Bomber*. Don't get me wrong, it's not that it doesn't have any good points. For a start, it's, er, 'coincidentally similar' to one of our very favourite games of recent times, Ubi Soft's wonderful *Dyna Blaster*. It's a simpler and



Player one adopts a sensible 'hiding' approach.

...but he'd better watch out for that robot...

Er, some kind of mutant alien jelly, perhaps? Um...

An enemy killer robot spots imminent mine danger, turns tail and smartly runs for cover.

The pride of the computer opponent's fleet – a dirty great tank.

Player four – hang on, haven't we seen you before? You're the caveman from *Ugh!* Get out!

Player one – an unhappy mohican-toting punk.

Player two – er, a dopey-looking spacehopper.

Player three appears to have a floppy-disk head.

Bug Bomber – basically brilliant but blighted by bland bit-maps

BUG BO

HATCH OF THE DAY

The smallest egg you can lay turns into one of these. Pick 'em up for an energy boost.

This is a wall-smasher robot. It searches out walls built by enemies and smashes them.

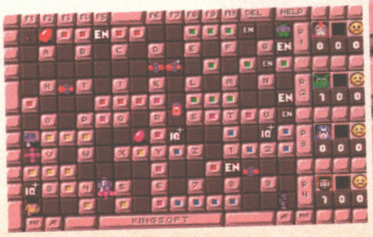
The painter robot. If it finds an unhatched enemy egg, it turns it to your own colour.

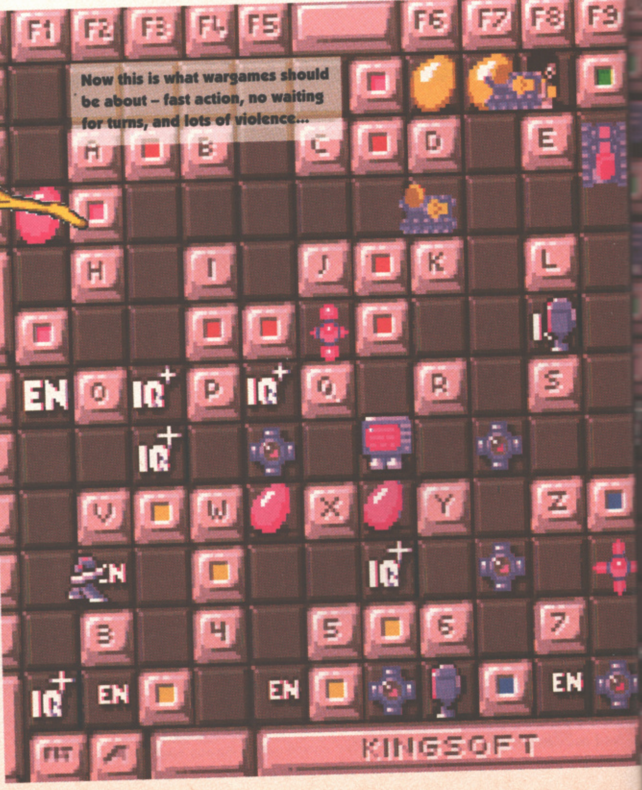
Hunter robots, as the name suggests, hunt down enemies and ram them.

Tank robots are like hunters, except they can fire deadly plasma bolts as well.

Mines only blow up when characters of a different colour walk on them. Phew.

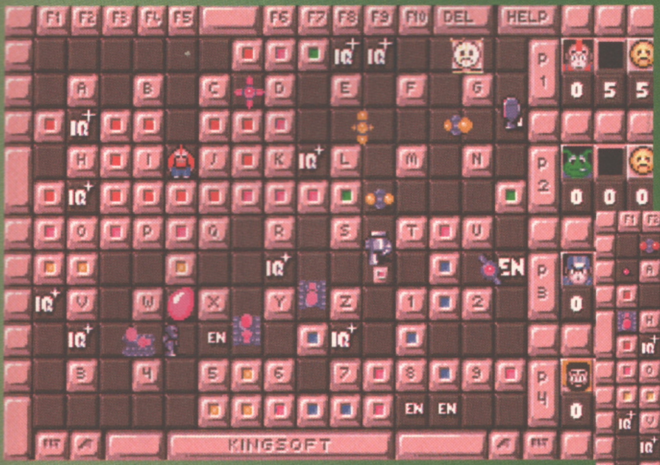
Yes, we know it looks totally fiddly and uninteresting, but trust us – play it.



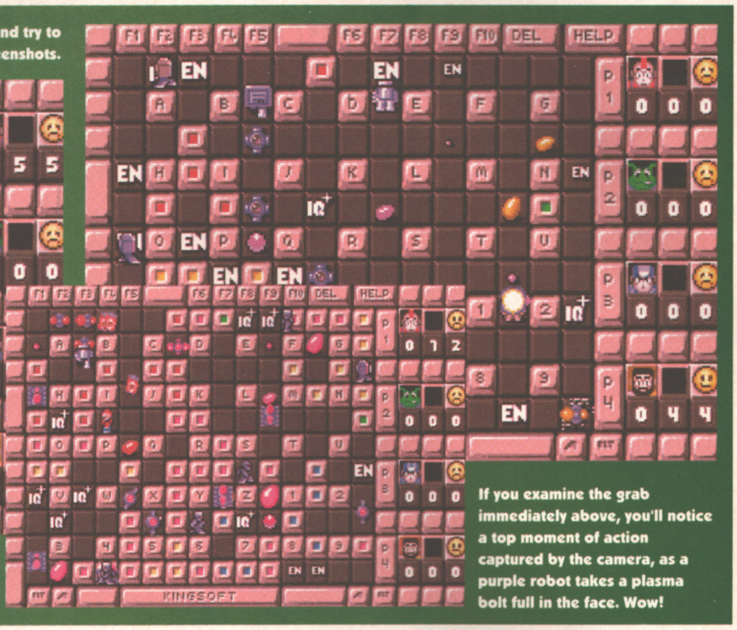


Now this is what wargames should be about – fast action, no waiting for turns, and lots of violence...

You might think you've got a hard life, but at least you don't have to sit here and try to think up witty captions for a dozen completely identical *Bug Bomber* screenshots.



Oh no, we completely forgot to mention that the game does support accepted four-joystick adaptors if you've got one. It's just as well we still had this caption space left to tell you about it in, or we might have ended up looking a bit silly.

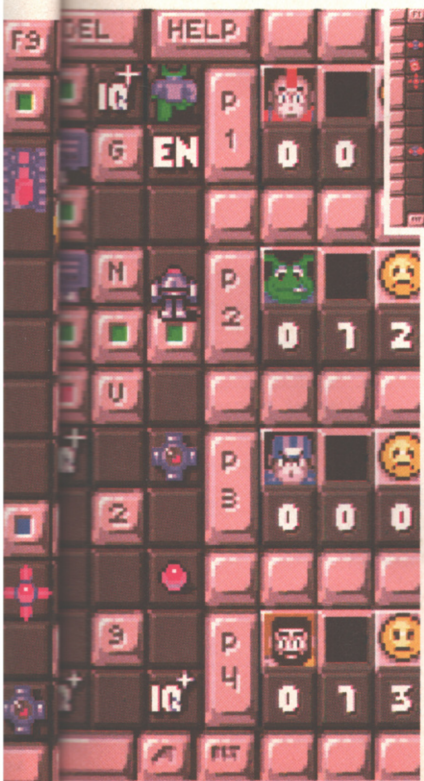


If you examine the grab immediately above, you'll notice a top moment of action captured by the camera, as a purple robot takes a plasma bolt full in the face. Wow!

aps

Build blocks, bomb baddies, buy biodegradable, er... bison.

OMBER



One man and his totally unnecessarily large army looking for something to kill.

yet at the same time more complicated version of the earlier game – the, er, 'adventure' aspect of one-player *Dyna Blaster* has been dispensed with completely, leaving only the pure arcade element of running around a maze killing things for the sake of it. But tipping the balance brainwards is the way that in *Bug Bomber*, you don't have to do any killing yourself. Your character is supplied with a limited amount of energy, which he can use in various ways. You can drop *Dyna Blaster*-style bombs to blow a path through the destructible walls of the maze or horribly maim any creature which happens to be wandering past (although unlike *Dyna Blaster*, you're permanently limited to the pretty weedy two-square-explosion bombs you start off with – no explosion-extending powerups on offer here).

But the interesting stuff starts off when you start examining the other possibilities. Among them, you'll find that you can lay smart mines – that is, ones which let you walk over them, but explode when anyone else tries to cross. Or maybe just build a new bit of maze wall and just hide from the enemies. The really clever stuff, though, is in the eggs.

Eggs? Yup, eggs.It seems your character is a bit of a reptile. A quick tug on the appropriate joystick movement will cause him to, er, 'lay' one of five sizes of egg. The smallest one turns into an extra energy pod, but the other four, more energy-consuming, sizes hatch into different types of little robot. One kind, for instance, seeks out and destroys bits of wall in the opposition's colours to save you the trouble and expense of bombing them.

You can have as many of each kind of robot as your energy level allows, and you can collect 'IQ' icons from the play area which increase the robots' intelligence, making them better at killing the enemy and evading danger. Of course, all the other players can do the same, as can the computer which also has a few droid types exclusive to it. Pretty soon the screen is just a huge mass of independent armies smashing each other to bits.

All seemingly pretty solid stuff on the gameplay front, then – certainly a brave effort. It's a game that's a lot more fun to play than the frankly drab graphics might suggest, and a game with just about enough to it (with the different strategies you can employ) to save it from repetitiveness. But there's no escaping it – it's not as good as *Sensible Soccer*. Mind you, I suppose if you've already bought *Sensible Soccer*...

● ***STUART CAMPBELL***

> "Simpler and yet more complicated than *Dyna Blaster*"

UPPERS It's a bit more involved than *Dyna Blaster*, and a brilliant laugh with four players (without necessarily having to go through all that bother with special joystick adaptors).

DOWNERS The graphics don't have the immediate *Dyna Blaster* cartoon appeal that makes you want to dive straight in and play it. It's a bit easy to make the wrong joystick move, too. Can lock up at times, leaving you no way of getting killed or completing the level, which is really annoying

THE BOTTOM LINE

Slightly better than *Dyna Blaster* as a one-player game, but not quite as good (although still very good indeed) with a big gang of chums.

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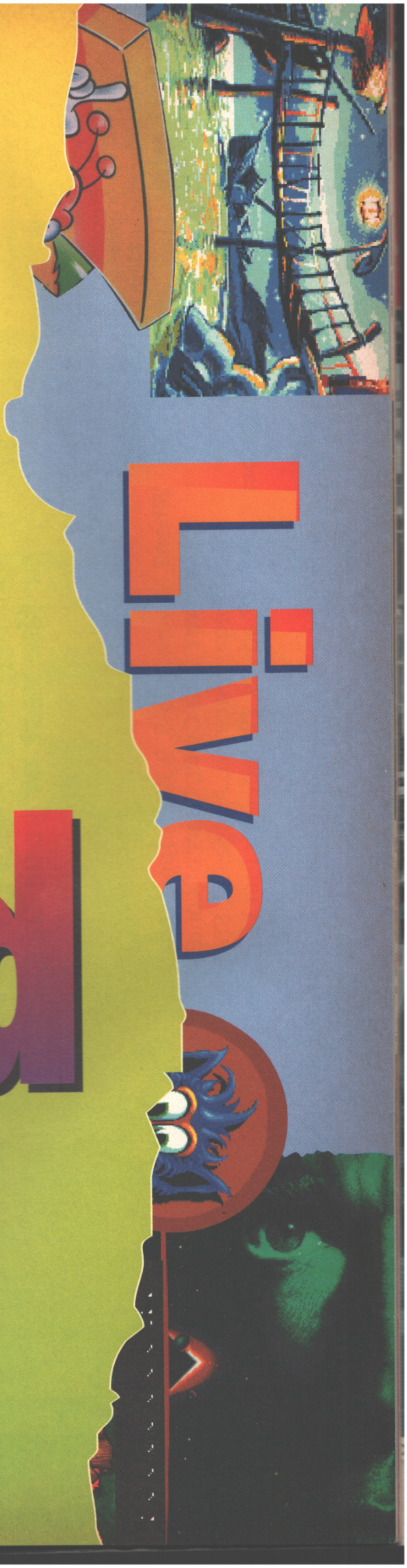

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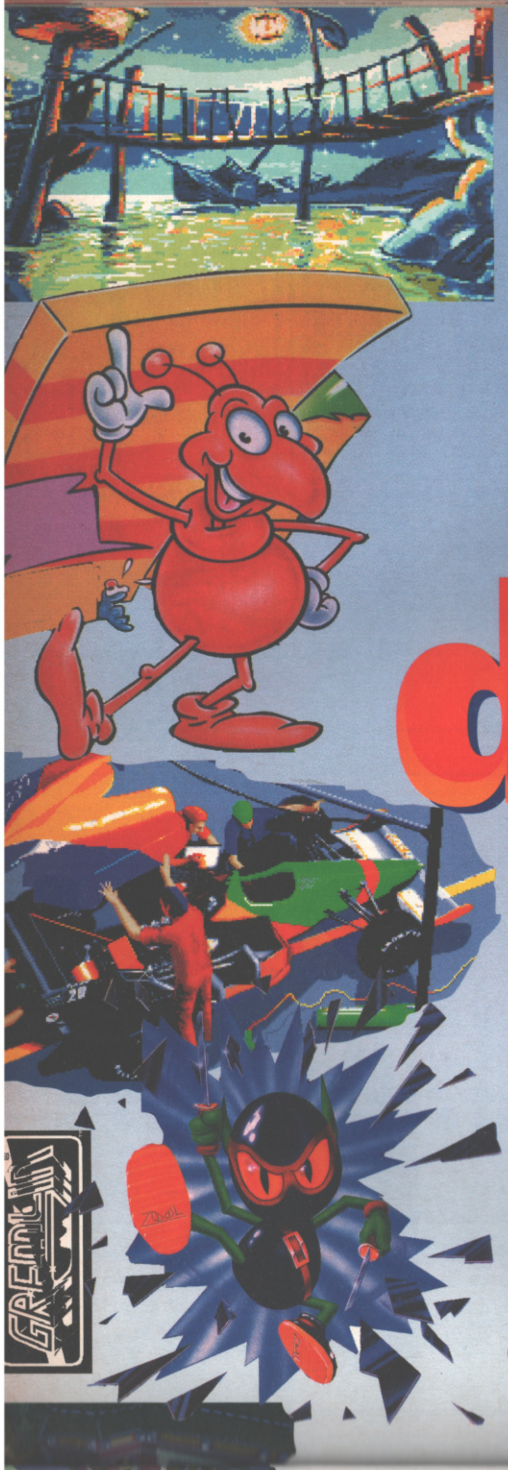

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COMPLETE control

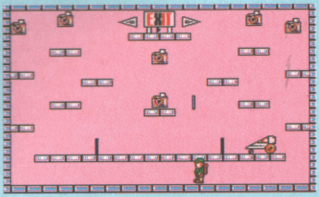
Introducing the big man himself. The delectable Jonathan Davies presides over another nine pages of tips, cheats and playing guides. Wow, what a guy.

WILLY IN THE CASTLE OF DREAMS

(AP Disk 15)

Here are all the level codes to this Mental Image platform classic from our issue 15 coverdisk, with thanks to Philip McCarthy of Alcester.

Level 1 – None
Level 2 – GLUB
Level 3 – TRIFF
Level 4 – FRUIT
Level 5 – XYZZY
Level 6 – FLUSH
Level 7 – HIFI
Level 8 – FLASH
Level 9 – XENON
Level 10 – JOHN
Level 11 – LENIN
Level 12 – TURBO
Level 13 – BOOZE
Level 14 – ZEFF
Level 15 – OMEGA
Level 16 – TBEAR
Level 17 – AHB
Level 18 – SHARK
Level 19 – PUMPY
Level 20 – DROBB
Level 21 – KIMMY



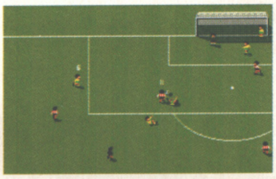
***Willy In The Castle Of Dreams.* Great game, but it's not as good as *Sensible Soccer*...**

Levels 2, 7, 12, 14 and 17 have bits of fruit hidden on them. The one on level 14 is in a hidden room which is reached by jumping down the left of the screen and collecting the disk. Pick up all the bags of money to get the piece of fruit.

SENSIBLE SOCCER

(Renegade)

To score off a corner every time, follow the advice of Steve Morris of Leeds. Kick the ball towards the goalie. When a forward gets hold of it, kick it across the goal mouth and use after-touch to bend it into the net. The computer never quite manages to work out what's going on until it's too late.



***Sensible Soccer* – did we tell you how good this one was, or what?**

PARASOL STARS

(Ocean)

The cheat mode, as unearthed by Christian Anderson of Louth, is activated by typing CYNIX during the game. You can then use the following keys:

***Parasol Stars*! Now there's a game that's nearly as good as *Sensible Soccer*!**

M – get all three stars
G – kill all the baddies on screen
C – extra credit
D – die
X – skip to extra level
T – end the stage
1-7 – skip stages
F1-F10 – skip levels
B – skip to bonus screen

INDIANAPOLIS 500

(Electronic Arts)

The competition is intensifying. "Pah," snorts Ian Baker of Berkeley, "Gideon Cresswell is crap." He reckons that by taking Gideon's setup, changing all the tyre pressures to 26 psi, except the front left which should be 28 psi, and setting the front anti-roll bar to maximum and the rear to one notch below maximum, he can turn in a lap time of 37.09 seconds. It helps to ignore the white lines on corners and go as close to the grass verge as possible, apparently.

LAP INFO
LAP
LAST
RACE
LEAD
POS

***Indy 500* – roughly two thirds as good as *Sensible Soccer*, we reckon.**

JAGUAR XJ220

(Core Design)

Tampering with a game this perfect is tantamount to sacrilege. Nevertheless, Matthew Jones of Bedford has found what he claims is a cheat. On the soundtrack screen, select Sound Effects and then Mode. Then tune to radio to 65.4 (the station that sounds like the A-Team). He reckons that, although your speedometer doesn't go any higher, you'll actually be able to drive much faster. Hmm.

Additionally, James Crone of Alloway offers the following advice (actually a variant on last month's tip): push the joystick forward and press fire as soon as you're told to "Go" and the car will spin round and you'll have finished the race in first place.

A game that doesn't even deserve to be on the same page as *Sensible Soccer*.

THE MANAGER

(US Gold)

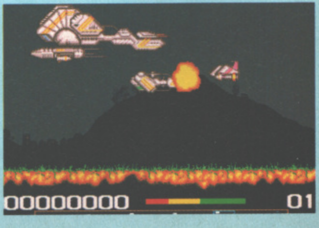
You'll be over the moon if you try this cheat, courtesy of Bruce McPherson and Ross Matheson who hail from various parts of Scotland. Start a game with two managers and make the first put a player onto the transfer list. Then offer to buy the player with the second manager, but get the first to decline. In the next week, take the player off the transfer list and for some reason he'll have scored over 130 goals. You team will then win £75,000 at the end of the season.

Not even half as good as Jaguar XJ220, unfortunately – *The Manager*.

INVADERS II

(AP Disk 15)

Or *Attack Of The Green Smelly Aliens From Planet 27b/6* to give it its full name, of course. For infinite energy and the best weapons a boy could ask for, type JAM DOUGHNUT on the title screen. That was from Paul Clifton of Swindon, that one.



Nope, sorry. It's still got to be *Sensible Soccer* as far as we're concerned.

ISH

Now look! It's your game and you should
way through it. You're stuck? Well here's

This solution doesn't take fights into account. It's up to you to manage your team and budget as best you can, depending on your situation. That means hiring or dismissing team members; killing people; making return journeys to towns and villages to eat; sleeping; hiring and buying things; taking training courses and gathering information.

1. KENDORIA

ACTION
ATTACK
ARAMIR
TARGHAN
MOLGO
AKORMH
SHEELD

Watch out for Borminh, he's a real snake-in-the-grass – but useful cannon fodder.

Kendoria is where your mission begins. First of all 'go east young man'. You will meet up with a character called Borminh. He's a bit of a smooth talker, but if you give him a little money, he'll tell you the names of a few good inns. You can enrol Borminh if you like, but beware. He's a traitor, so if you do enrol him, make sure you don't fall asleep in his presence. On the other hand, he could be useful as cannon fodder – use him in fights to receive blows intended for others.

Now carry on eastwards. When you reach a pool, turn south and in the birch-wood you can enrol a character called Kiriela. Place Kiriela in the second line and prepare a fireball rune. You must now turn south-west again and carry on as far as the village.

In the Angarahn village you'll have to fight a few orcs. Visit the inn where you can recruit a bloke by the name of Kirian. Don't forget to manage your team all the time – do a bit of shopping to keep everyone happy. Next, visit the house of Akeer. He'll tell you about the quest to be pursued. There's a useful training course on offer in the village but it's up to you whether you go for it.

Continue to the south-west and skirt the bushes to the west. Watch out for a few fierce orcs. If you do encounter them, it's essential that you take them out in a whirlwind of violence and devastation. When you've cleaned all that nasty blood of your sword, find the house. Go in and recover the treasure.

On the way back, pick up the teleporter, which is on the other side of the bushes to the east of the house. You'll have to go round to find it.

Now teleport. Then turn south-east, but when you cross the bridge be careful of the barbarian, he's a real meanie. Take him out with a few fire balls.

At the Lake City look out for a merchant, a training course, and two inns. Don't enrol the characters Golnol and Nasheer in the team – they give off real bad vibes, as do most traitors. Leave the city and then go south along the river and take the first bridge.

2. LOOKING FOR THE WHITE IRON

No, this doesn't mean you have to get out all those creased clothes. First of all you must find the psycho-analyst's hut. His house is to the south and the reptile's hut is near the night prowlers. In the reptile hut you'll find a message which will be decoded if one of the members of the team is highly skilled in languages – so make sure you've hired some language swots. At the same time look in the bushes, where you'll find a purse full of gold coins.

Now travel east as far as Rhudgast, and then go due north as far as the ocean. There's no time for surfing, dude, so return westward to Osghirod, but beware because there's a knight in armour ('white iron') hiding in the bushes. Be sure to kill him and take his helmet. No, this sure isn't a game for the squeamish. You must now send your team east, straight to Rhudgast.

Mr White Iron himself. Kill him and nick his hat. Why can't we just be nice to people?

3. THE DUNGEON OF RHUDGAST

Head south as far as the river and then travel up-river to the east. There are some dwarves to be disposed of on the way. It won't be long before you find a purse. Pick it up and turn north, a few steps to the west and you'll be in front of the entrance to the fortress. Don't be shy, go in. The fortress is divided into two: east and west, the division being at the first crossing.

In the eastern sector release the handle to enter the north – you'll find several labyrinths containing treasures and quite a few skeletons, leading eventually to the north-east corner of the fortress. When you find yourself in a room with a key, find the treasure. Beware. In this eastern part you may find a handle. Don't open it, because it jams and you'll be imprisoned in the fortress (unless you're exceptionally skilled at lock picking, in which case try your luck at unjamming the door-handle).

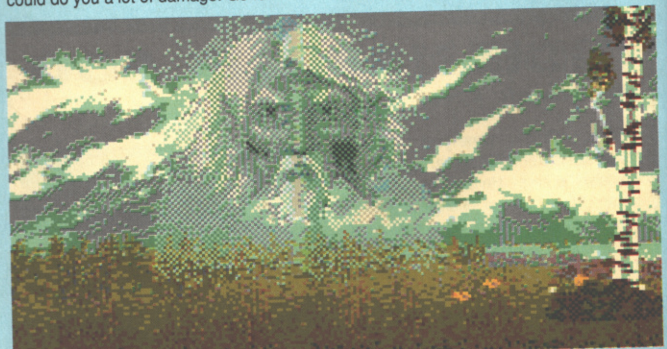
Now here's a chap that really needs some beauty therapy and a decent tailor. As always, give him a good kicking and try not to get too damaeged in the process.

In the western sector you'll eventually reach a large room with two entrances to the north – the western access will lead you to a runic table, by way of a few spider bites – the eastern access enables you to reach the magical phial which is essential for the rest of the game, but be careful which route you take. At the exit to a crossroads a very fit giant could do you a lot of damage. Go for where it hurts!

Now leave the fortress and return to sunny old Osghirod. It's time to 'go west young man', so travel alongside the river to the west and take the bridge which separates Osghirod from Lotharia.

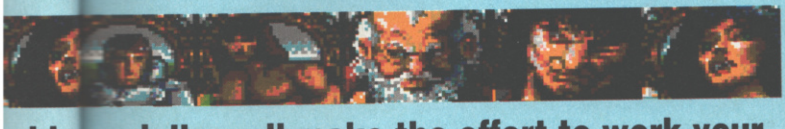
4. SAFARI TO LOTHARIA

It's time to forget those fantasies about Born Free, Tarzan and Daktari. You're



Ah look, it's the spirit of Azalhgorm. He's a bit like the Spirit of St Louis except that he's not a plane and he's not flown by James Stewart. *(Charles Lindbergh. You're fired. – Ed)*

AR



jolly well make the effort to work your Matthew Squires to show you the way.

with the big boys now. This is for real, well at least as far as your Amiga is concerned! Enter the village to the west, always listening out for any tell-tale war drums. This game definitely wasn't designed with ecology in mind so don't worry about taking a few panther trophies on the way. Eventually you'll find: an inn, a merchant (mace), and a real wicked spell-making course.

Now it's time to head south as far as the ocean – you still haven't got any time for surfing so put that Sex Wax away. Travel west along the coast and among four birch trees, the spirit of Azalhgorm appears and gives you information. What a nice spirit.

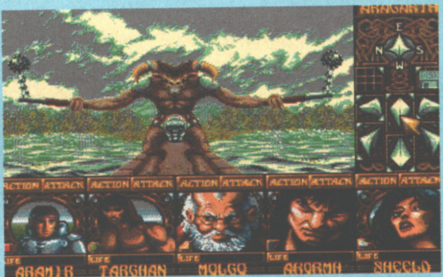
Set off again due east along the beach. Feeling peckish? Well eat the wild sempiternals, then. *(No, I don't know what he's talking about either. I hope it's not rude. – Ed.)* Now find and pick up a runic tablet on a pedestal.

5. ON THE PREDATOR'S LAND

Put the mental vision helmet on the head of one of your characters – looks real groovy. Now travel east to Fimnuirh. If you haven't put on the mental vision helmet, the predator will remain invisible and will attack you for as long as you stay in the forest. Now who looks a dweeb? In the middle of the forest, to the east, you come to a clearing. Here stands an isolated tree surrounded by groovy little flowers. The predator should be waiting for you, but if he isn't there, go due west again and you should find him. Now blast him into cat food and collect four magic rings which will protect you from the dragon's fire.

Now take a cab as far as the river. Huh, had you fooled. *(Mr Squires, your're well and truly fired – Ed.)*. Walk along the river to the east, where you'll come to a bridge. Don't just stand there, cross it.

6. THE GUARDIAN OF THE BRIDGE



One mean minotaur. One bridge. One problem. But no. Stand well back and wait before going in for the kill.

It might be worth your while making a journey to Rhudgast and back at this point – with a village and, in particular, a lake city to visit. But make sure you keep at least 5000 po.

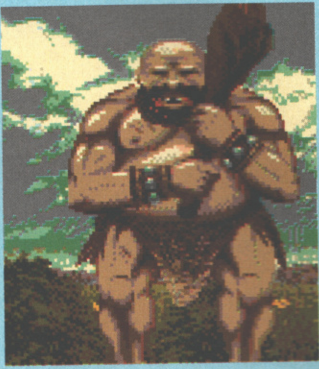
Anyway, back to the bridge problem.Turn east and enter Aragarth – continue to the east as far as the river. The river is crossed by a bridge looked after by a minotaur. No problem. But first go to the north of this bridge you'll find a friendly merchant.

Give him 5000 po and he will give you a potion which is essential for inventing an eye-opening prescription. (South of the bridge, the dwarf Fragorn can be enrolled if need be.)

Now turn right onto the bridge to kill the minotaur. It's better to make him waste all his magic weapons and projectiles from a distance before the hand-to-hand fight – kill the minotaur – cross the bridge and enter Silmatil.

7. THE GUARDIAN OF THE TORTOISE

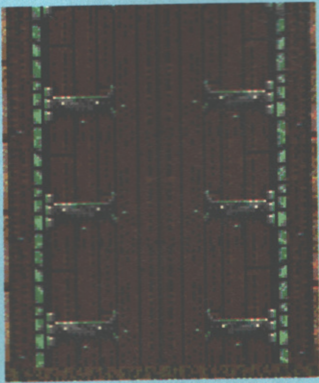
Travel north east to the end of the land. The giant Gato awaits you with his mace. Kill the ugly son of a sweet corn merchant and pick up the tortoise, Ygwen, which is hanging about on the beach, waiting to go surfing. Still, if we can't go surfing, neither can he. You can try to dodge Gato and go and pick up the tortoise while avoiding the mace blows. (Hint – you even know someone who managed to do it before). Go south again, but be careful, belligerent warriors are awaiting you on the plain. (Aren't they always?) Now travel south east to the Urshurak region. Continue southwards and skirt the ramparts until you come to the city gate. Enter.



Kill Gato before he clubs you to death with his giant chiken drumstick.

8. JON THE ALCHEMIST

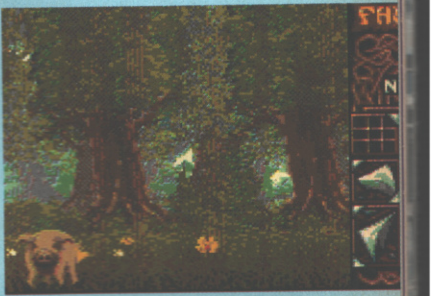
West. Enter Kandomir. Now you can have lots of fun blasting highway orcs into lots of smelly green pieces (if that's the sort of thing you're into). Enter the hut and take a parchment from Jon. He's basically the equivalent of Boots chemists, so you might want a few foot plasters and a bottle of aspirins too. His parchment contains magic prescriptions connected with those given at the end of the manual.



Um, this is the door to Kandomir. What more can we say, really?

9. MORGULA THE WITCH

This old dog's a useful team member who's been transformed into a pig by the evil magic of Krogh. I think she's better off as a pig, but you might want to change her back! So don't kill the sweet little pig. Mix an 'Arbool' potion in the magic phial you picked up in the Dungeon of Rhudgorst. Find the pig by travelling east from the city of Valathar, until you reach the forest. Travel south along the edge of the forest, where you'll meet Zach the merchant, who has something useful to sell. After meeting Zach, go east into the forest, and you'll find the glorious little porker. Give the pig an arbool spell to transform it back into a witch.



Kill the pig! No, don't. Change her back into a witch with some of that arbool.

10. AN IMPOSSIBLE LOVE

Visit the house of Irvan in the village of Halindor. He'll tell you his daughter has been kidnapped. She's in the city of Elwing. If you rescue her and return her to Irvan, he'll give you a useful key. You'll find her in the town square. Lose a team member to make sure she comes with you.

Also in Elwing you'll find a bloke called Thorm who'll give you five monks robes – an essential disguise.

Leave the town by the road opposite to that by which you entered. Return north to the village of Halinor, to the house of Irvan. One of the companions falls in love with a babe called Deloria and is unwilling to leave. You'll have to break up the happy couple's bliss so make the love-struck fellow drink the anti-love potion. You probably won't be surprised by now to find out that the essential ingredients for this potion is tortoise spittle!

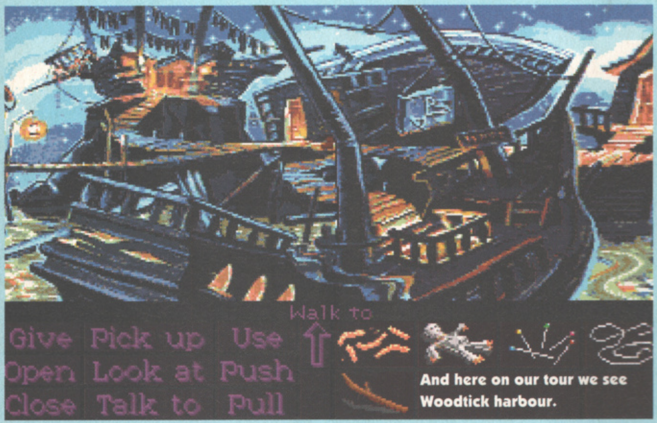
Once you've sorted out the love problem enter Irvan's house and recover the key. Before continuing you're advised to build a wall – four people in a line will do the job. Now head due west, (making sure to keep an eye out for the wizard) and take the teleport.

If you follow these instructions, you'll be about 70 percent through the game and it's up to you to solve the rest for yourself (it's character forming).

After all, it's your game and you wouldn't want us to do *everything* for you, now would you? ●

THE SECRET OF M

With The Last Resort (with Jonathan Davies) rapidly disappearing under a deluge of



And here on our tour we see Woodtick harbour.

PART ONE – THE LARGO EMBARGO

After crossing the bridge and being accosted by Largo, pick up the sign to get the shovel and go to the swamp. Use the coffin to reach the voodoo lady and talk to her about Largo in order to learn about the four ingredients needed to create a doll to defeat him:

– Something of the Dead

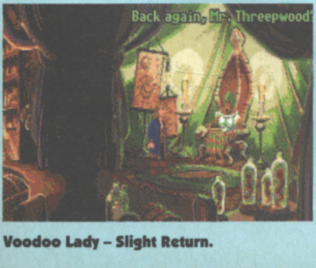
This is the easy one. Simply go to the cemetery and use the shovel on the left-hand grave at the top of the hill to get the bone.

Dig it. Get on down in the graveyard.

– Something of the Body

Go to the bar in Woodtick and talk to the bar keeper about business. Largo will come in, order a drink and spit at the wall. Use the blank paper from Wally's hut to pick up the spit.

– Something of the Head



Voodoo Lady – Slight Return.

Climb through the window below the bar to enter the kitchen. Get the knife from the table and go to the hotel. Use the knife on the alligator's rope. It will run out of the door and the innkeeper will follow. Enter Largo's room and take the toupee.

– Something of the Thread

Take the bucket from the laundry and fill it with mud from the swamp. Go back to Largo's room, close the door and use the bucket on the door. Wait for Largo to enter and follow him to the laundry. The claim ticket you need will be taped to the back of his door. Give this to Marty to claim Largo's underwear.

Use your voodoo to dispatch Largo.

SCABB
PHATT
BOOTY

Captain Dread's map, showing three of the islands.

When you take all the ingredients to the voodoo lady she'll make a voodoo doll of Largo and some pins. Head back to Largo's room and use the pins in the doll to dispose of him. Now all you need to do is leave the island, for which you'll need 20 pieces-of-eight. You'll need the Cheese Squigglies from the bowl in the inn, the stick from the beach and the string from the voodoo shack.

Go to the laundry and open the box. Put the Cheese Squigglies in the box, use the stick to hold it open and tie the string to the stick. Now move away. When the rat starts to eat the Cheese Squigglies, pick up the string and you should trap the rat. Take the rat to the kitchen and drop him in the soup; then go into the bar and ask the bar keeper about the food. Take the job – and the pay – when it's offered and escape through the window. Finally, steal Wally's monocle when he puts it on the table and head for the SW peninsula. Give the monocle to Captain Dread to use as his lucky sailing necklace and you're away!

PART TWO – THE FOUR MAP PIECES

– Governor Marley's Map

Walk to
Give Pick up Use
Open Look at Push
Close Talk to Pull

Nick nack paddy whack, give a dog a bone and lose those ol' jailhouse blues.

Don't forget to take the parrot chow from Dread's ship before going anywhere. Go to Phatt Island. On arrival you will be taken first to see Governor Phatt and then thrown into jail. Pick up the mattress to reveal the stick and use this on the bone in the next cell. Give the bone to the dog and let yourself out with the key. Pick up and open both envelopes on your way out to get all your stuff as well as an organ and a banana. Go into the first alley along the road and follow the lucky winner into the second alley. After he's gone, use the slot on the door and ask for the winning number. The code you need to give is always the same as the number of fingers first held up. Use this number to win yourself an invitation in the casino in the first alley.

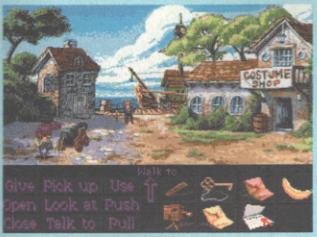
Sail to Booty Island and enter the costume shop. Give the invitation to the shopkeeper to collect your costume. Head to the guard post in the NW of the island and present the costume and the invitation to the guard. Proceed to the mansion where you'll find the first map piece hanging on the wall. When you try to leave, however, the dog will smell the map piece on you and you'll be taken to the Governor. Try all the flattering comments to end this conversation – the governor will throw the map out of the window. Take the oar before leaving and pick up the dog once you get outside.

When you try to pick up the map piece it will blow away and end up halfway down the cliff side. Go around the back of the mansion and push the dustbins. Let the cook chase you right around the house and by the time you get back to the

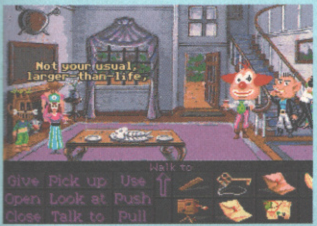
MONKEY ISLAND 2: LECHUCK'S REVENGE

ge of closely-related cries for help, we decided that urgent action was called for.

Gareth Clark of Bracknell couldn't have picked a better time to dispatch his solution to us.

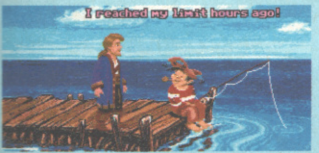


Get yourself a costume at the costume shop for Governor Marley's party...



...and give it, and the invitation, to the guard when you get there.

dustbins you should have a sizable lead on him. Enter the kitchen and take the fish. Now go back to Phatt Island and talk to the fishermen on the pier. Goad him into a fishing contest and then give him the fish. With the fishing pole, go back to Booty Island and use it to retrieve the map piece from the cliff face. This time, however, it will be snatched by a seagull and taken to the top of the Big Tree in the NE of the island. Use the oar in the leftmost hole in the base of the tree and step onto it. When it breaks, watch the dream sequence and then take it back to the woodsmith on Scabb Island who will fix it for you. Use the plank and oar in alternate holes to climb the tree.



The puzzles are quite logical, really. If you need a fishing rod, see the fisherman.

Enter the hut and use Marley's dog on the pile of maps to find the right one. You now have one map piece out of four.

– Mister Rogers' Map

This is located in the cottage off the northwest coast of Phatt Island. First, however, go to the shop on Booty Island and buy the sign. Hang the empty bag of parrot chow in its place. This will distract the parrot and allow you to buy the mirror. Next, go outside and get a leaflet from Captain Kate. Use this on the Wanted poster on Phatt Island to get Kate arrested.

Sail to Scabb Island and enter the bar. Use the banana from the jail on the metronome in order to hypnotise JoJo the piano-playing monkey. Pick him up and sail to Booty Island where you should pick up the telescope at the top of the Big Tree. Return to Phatt Island, take the envelope from the jail, open it to reveal the near-grog and release Kate using the small key.

Go to the waterfall and climb the path to the very top. Use JoJo on the pump (a 'monkey wrench', geddit?) and go through the tunnel under the waterfall to get to the cottage.

Challenge Rum Rogers to a drinking contest but tip your drink into the tree when he gives it to you. Fill up your mug with Kate's near-grog instead. When your opponent collapses, use the mirror in the frame, open the shutters and go back outside.

Use the telescope on the grotesque statue and the beam of light will enter the cottage, strike the mirror and hit one of the bricks on the left-hand wall. Go back inside and push this brick. This will send you crashing through the trapdoor into a room where the second map piece is hiding. Pick it up and exit through the hole, back out onto the beach.

– Young Lindy's Map

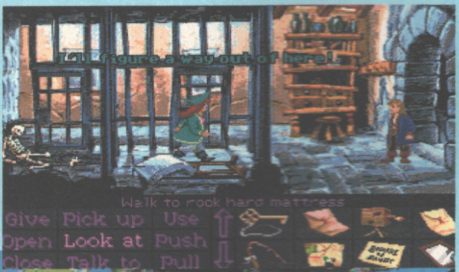
This is in the shop on Booty Island – the asking price is extortionate, but the shopkeeper will swap it for the figurehead from the sunken ship "The Mad Monkey". The only person prepared to take you there is Captain Kate but she wants six thousand pieces-of-eight. To raise this you'll have to win the spitting contest.

Go and join the library on Phatt Island – this will provide you with the ID necessary to get a drink at the bar on Scabb Island. Order a 'Blue Whale' and a 'Yellowbeard's Baby' and mix them together to form a thick green liquid which will improve your spitting power considerably. Return to Booty Island and buy the ship's horn from the shop. Blow this at the spitting contest to distract the referee. While he's away, pick up the flags and switch them around. Finally, take a sip of the green drink using the crazy straw and take your place at the line. Wait until the wind blows the scarf of the woman on the right and then SPIT! You should come first. Sell the trophy in the shop to get the necessary six thousand pieces-of-eight.

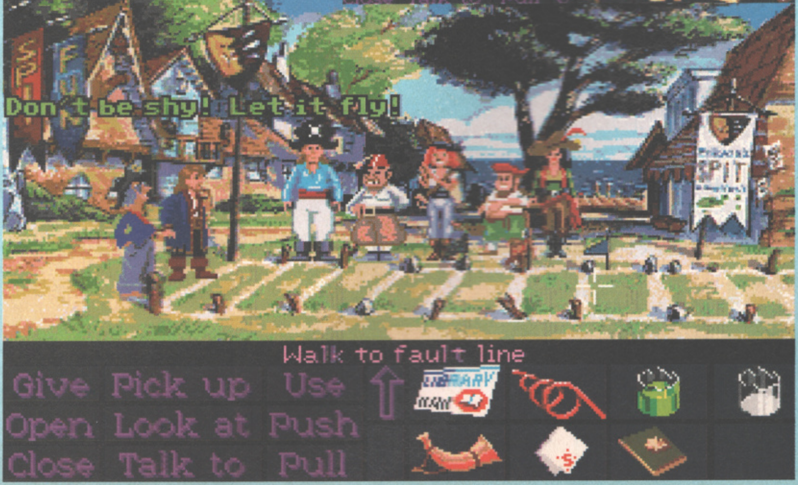
Go to the Phatt Island library and use the card catalogue to look up a book on "Disasters" – this will tell you where the Mad Monkey is. Get Captain Kate to take you there and dive in. Pull off the figurehead and use the anchor to return to the surface. When you return to Booty Island you can sell the figurehead to the shopkeeper in exchange for the map piece... More next month. ●

Walk to
Give Pick up Use
Open Look at Push
Close Talk to Pull

Just check out some of the amusing nick-nacks on sale in this shop.



Release Captain Kate from the jail and win the spitting contest to earn the cash you need to get her to take you to the wreck.

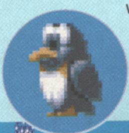


FIRE A

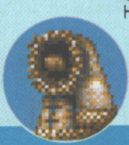
Introducing part one of our *Fire And Ice* solution. This month we start with a look at Level One (we thought it was logical) and a look at some of the local fauna.

FIRE AND ICE INDIGENOUS CREATURES AND FEATURES

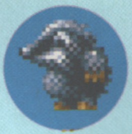
ARCTIC HOMELAND



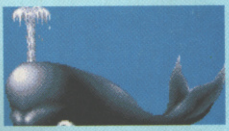
PENGUIN
Slow moving waddler, walks left or right, hesitates at the edge. Some may walk off edge, most turn back. Hits to freeze: 2 Points: 150.



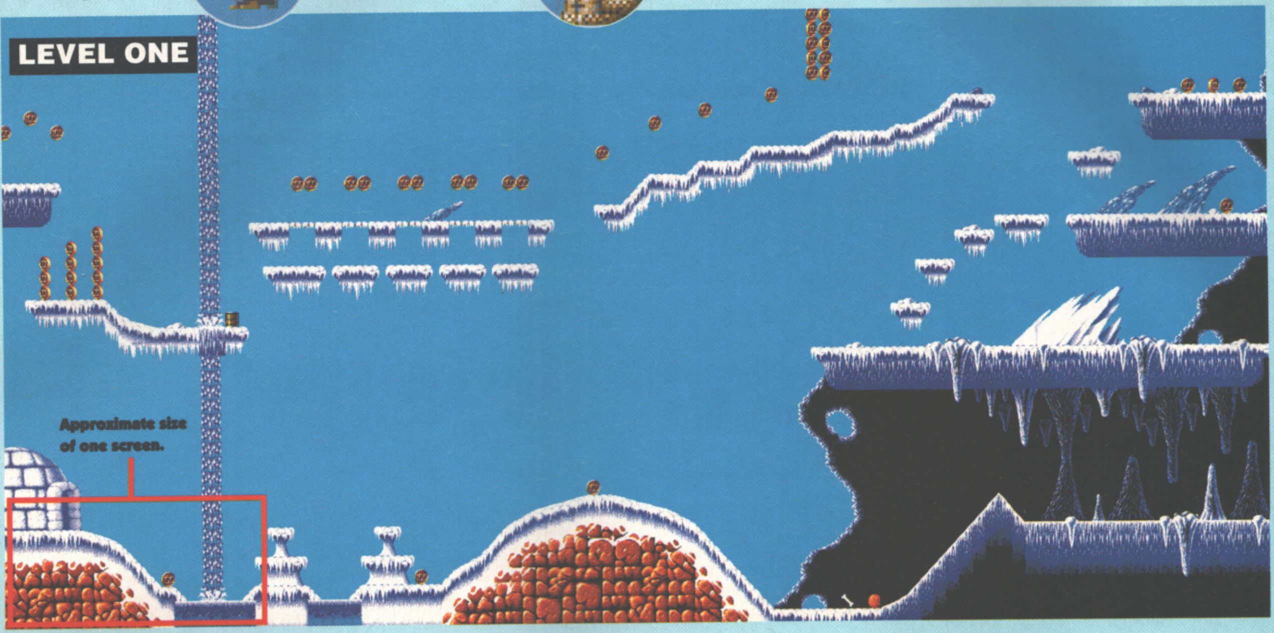
PESKIMO
Slow moving, walks left or right and throws explosive snowballs. Hits to freeze: 1. Points: 100.

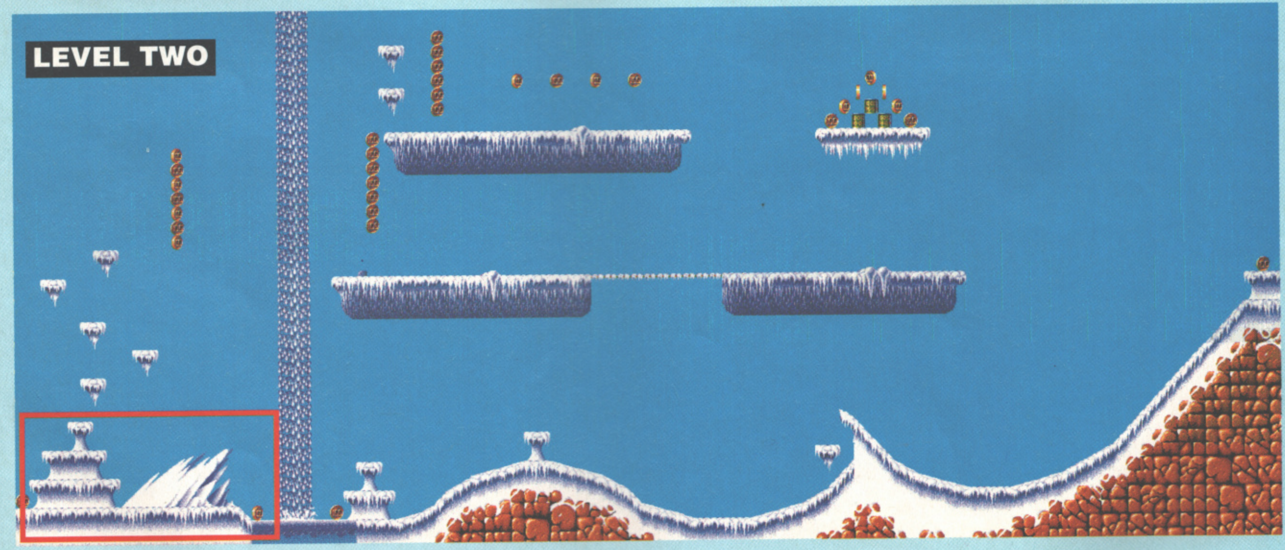


BADGER
Fast-moving, walks left or right, will always turn at edges. Hits to freeze: 2. Points: 150.



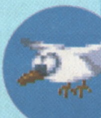
WHALE
Stand on water-spout, and jump while moving





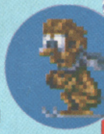
upwards for extra height. The whale submerges briefly after its spout disappears, so beware.

SEAGULL



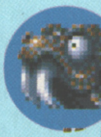
Airborne attacker, sometimes alone, sometimes in squadrons. Each carries two explosive snowballs to drop on the Coyote.
Hits to freeze: 1. Points: 400.

SECRET AGENT SKIER



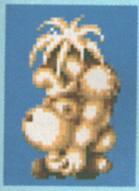
Skier carrying explosives in his backpack. May detonate at any time. Only his wizardry on skis can save him. Listen for the clump as they hit the ground and be prepared, they move very quickly. If one passes you he may explode just off-screen leaving a key part behind.
Hits to freeze: 1. Points: 500.

WALRUS



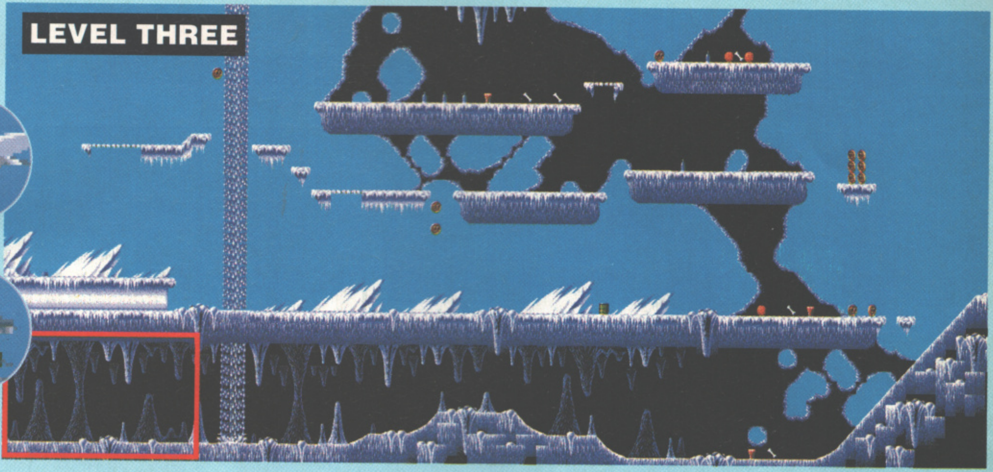
Large blubbery walrus, just about manages to move on flat ground. Hits to freeze: 2.
Points: 150.

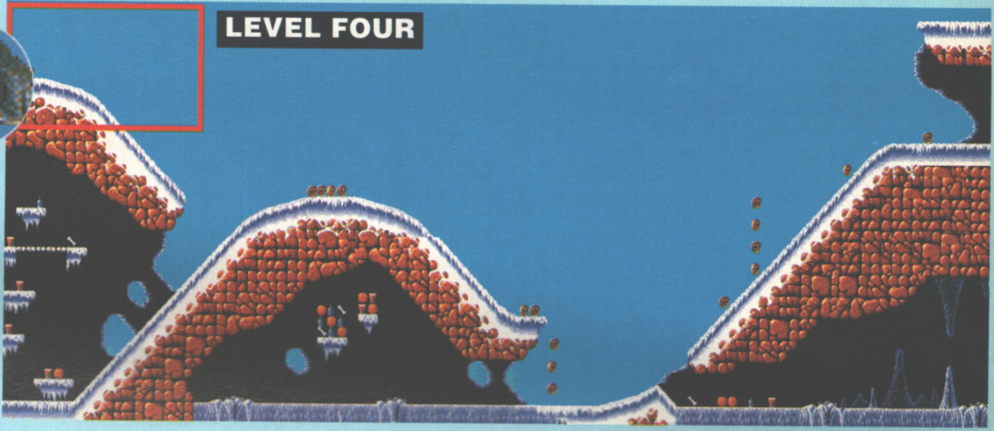
YETI

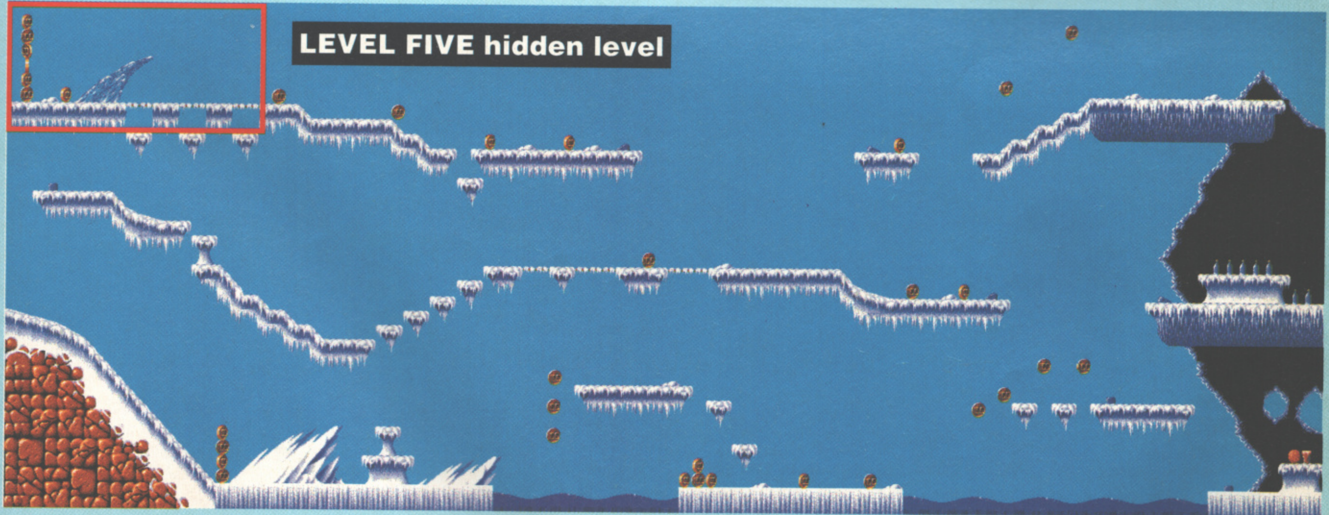


Legendary yeti. Very heavy. Can cause avalanches by jumping up and down. Very thick fur to withstand all that hiding in cold places.
Hits to freeze: 25.
Points: 2,000.

Other dangers include sinking platforms, avalanches and mutated sea mines.







ND ICE

BEFUDDLED?

Then you need...

THE LAST RESORT

with Jonathan Davies

Swiftly hurl yourself from the path of that speeding double-decker bus! Life's not nearly so bleak when you've got gorgeous Jonathan Davies to light the way...

The Last Resort has taken off in such a big way that the Bath GPO has had to double its staff, and work all day Sunday, to handle all your letters. And I've been getting so snowed under that you may have noticed 'Cases Closed' looking a bit thin recently. This isn't for lack of helpful readers, but is a result of the laughably small space I'm allotted to cram everything into each month. Negotiations are under way, however, and with any luck I'll be able to redress the balance this month.

OPERATION STEALTH

Q "I'm stuck at the bottom of the sea with the girl, having been thrown off the boat. I've got the bracelet but can't seem to break free from the rope."
Oliver Jones, Bovingdon

A I see. Well, all you've got to do is use the bracelet to free yourself, and then swim towards Julia using the left mouse button. Then 'Operate' her and she'll be free too. This all has to be done quite quickly, as you can probably imagine.

SHADOW OF THE BEAST II

Q "I'm stuck on just about everything. What's the password to get past the dragon? Where do you go in the Karamoon Oasis? What do you do to the wizard who stares right through you? And what do you do when you get to the bit with all the levers, pulleys and everything?"
Sophie Reid, Liskeard

A The password varies – you've got to find it out from the bloke you rescue from Ishram, the evil dragon. In the Oasis, go left, up the stairs, and get the jug. You'll need it later. I'm not sure about the wizard. (Sorry.) And if by "the bit with the levers and pulleys" you mean all that business with pools of acid and rocks, well I've done my best to cover that before and I'm not going through it all again. Not for anybody.

SUPER HANG ON

Q "What's the cheat?"
Andrew Smith, London

A 750J.

THE HITCHHIKER'S GUIDE TO THE GALAXY

Q "Just how do you get a Babel fish from the dispenser?"
Paul Norman, Headingley

A Ah, now there's a fine question – I'm glad you asked me that one. This has got to be the oldest gamesnag of all and – horrors! – I can't remember the answer. I believe I've got a rough idea, though. I think you have to hang your dressing gown on the hook, put your towel over the grating and your satchel over the hatch. Then you've got to do something with the junk mail – put it in front of where the robot comes out of, probably. And that's about the size of it, I think. Roughly. Or there abouts. (Useless, aren't I?)

DAYS OF THUNDER

Q "Is there a cheat?"
D Balmer, Cheshire

A Yup. Just type COME FLY WITH ME. Anything else?

CASES CLOSED

Succeeding where I've failed, time and again, AMIGA POWER readers rush to the aid of distressed games players.

FUTURE WARS

Q Alan Thompson from N Ireland, if you recall, couldn't find a use for the magnetic card or the control device.

A "While in the Wine Cellar, use the device on the barrel at the top of the ladder. This reveals a secret passage to a lab. In the lab is a glass case containing a woman, and at the bottom of the case is a gas capsule. Get it. Insert the magnetic card into the console and the case opens to free Lane. Show her the pendant. (The capsule is needed later.)"
Ray Smith, Milton Keynes

LEISURE SUIT LARRY 3

Q Nicholas was also stranded in the third game – hasn't he got anything better to do? James to the rescue again...

A "When you get the glass of tips from the bar, don't forget to take the magic marker. Anyway, after Dale has spoken to you, leave the place and go east twice, and then enter the bamboo forest. Having found your way in, you must find your way out again (you'll just have to try various paths). When Patti is in her third stage of dehydration, drink the bottle of water. *(That doesn't sound very friendly. – Ed)* This happens when you're still in the forest. You won't be far from finding Larry then."

THE SIMPSONS

Q Loads of people seemed to know the answer to Howard Joseph of Whyteleafe's problem with the caged bird, which shows how much use I am.

A "You must drop a cherry bomb on the floor under the cage. These are obtained from the novelty shop, and each one costs one coin."
Alan Morrissey, Plymouth

DUNGEON MASTER

Q Scott Hallett of Leicester was getting nowhere fast, largely thanks to a group of extraordinarily irritating and antagonistic pink worms. *(I hate those pink worms – Ed.)*

A "Through Level 4 you'll see faces marked on the dungeon walls. The squares directly below these are switches for the pink worm generator, each one generating a pair of pink worms when you stand on it. So don't! Then when you kill the mummy at the end of the level only two or three pairs will appear. You should be able to kill them with fire balls (FUL IR) or lightning bolts (OH KATH RA)."
Pops, Gateshead

LEISURE SUIT LARRY 2

Q Nicholas Williams of Littlehampton was floundering in the lifeboat.

A "As soon as the lifeboat has hit the water and the text has finished you must wear the wig, rub in the sunscreen (from the shop in LA) and eat the spinach dip – don't throw it overboard! I also remember once eating the fruit from your cabin rather than the dip, but I don't think I scored as many points."
James Hampson, London

HARLEQUIN

Q Stuart Gidden of Peterborough had come to a bit of a dead end.

A "On the Jigsaw level, go down and flick a few switches, and then come back up to the start and jump right until you see a switch. Flick it. Go back left and up to enter Jig-TV. Flick a switch here. Go down and leave through the door to the Rooftops level and a very large window should be opened where the details of the TV sale were. If you entered the Temple of Ha-Do-Hi on the Dream Mile and flicked on the TV switch, you will get to TV Wonderland when you enter the window."
Jack Daniels, Belfast

INDIANA JONES AND THE LAST CRUSADE

Q Dave and Deb from Barrow-in-Furness were getting killed on the first trial.

A "On page 56 of the Grail Diary – which comes with the game – is an illustration of the location of the first trial. Guide Indy to the spot marked 'X' and he'll pass the trial."
Paul A Hardy, Sheffield

Q And poor old K McKay of Tamworth was stuck in those dank tunnels under the library.

A "First of all, Indy should LOOK IN GRAIL DIARY to find some musical notation. Read the musical notes from left to right. A note at the top line represents the leftmost skull, the second note down corresponds with the next skull along and so on. Press the skulls as their notes appear on the manuscript and the door will open."
Paul A Hardy, Sheffield

PRINCE OF PERSIA

Q Jonathan Inns of Wirral was having trouble getting past his own reflection. The answer is remarkably simple and peaceful, as it turns out.

A "Just resheath your sword and slip past the vagabond. You can't beat him by fighting."
Shehbaz Ali, Harlow

MILLENNIUM 2.2

Q Try as he might, M A Knoblett couldn't for the life of him work out how to build colonies.

A "To gain copper you must build a couple of Grazer ships. Once construction is complete, send the Grazers to the Asteroids and keep advancing the days. Upon arrival, the ships will scan the debris for mineable asteroids. When one is located, collect it and head back to the moon. Most asteroids contain copper, which is useful for building SIOS ships..."
Paul A Hardy, Sheffield

THE SIMPSONS

Q Craig Lowe of Beccles was trapped in the museum.

A "The flower pots are snake pots, actually. After them, and the spikes, there are some statues with a ledge underneath each one. Stand on the far ledge and continually jump up until a key comes out. Get the key and try the other statues."
Anon, Deans, Livingston

MAGICLAND DIZZY

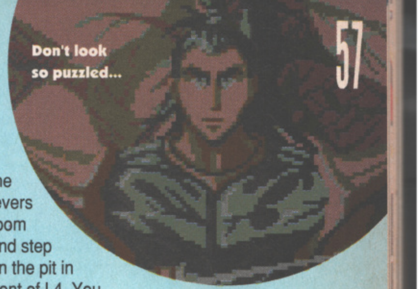
Q Mattie Whittle from Ireland had a number of problems.

A "Get the dagger and the big stick. Use the dagger to cut the goat's rope and the stick to hit the goat. The goat will then dispose of the troll. Use the handle to pull the bucket out of the well and go right with the bucket and the power pill. Go past Glenda to the hot spring. Fill the bucket with water and pour it over Denzil. Behind the troll, take Denzil's stereo and take it to the bard. In return he'll give you his pipes. Then go down the well and play them to drown the rat. Get the sticky stuff from the other side and use it to get the sword. Go to the castle and jump into the mirror. Behind the queen is Granddizzy. Get the cross and potion and go to the dungeons. Pull the hidden lever and give the potion to Daisy."
Steven Morrison, Dundee

EYE OF THE BEHOLDER II

Q 'Rob' had come to a dead end in a square room with four levers.

A "If the levers are numbered L1 – L4 starting at the northwest corner and going anti-clockwise, pull L1, L2 and L3 in that order. This will open the first three doors. In the corridor leading to the last door you'll notice a brick sticking out on the west wall. Push it in. Then go back to the levers room and step on the pit in front of L4. You won't fall. Pull the lever and D4 will open, letting you through."
Stuart Hamilton, Stanley


Don't look so puzzled...

LEANDER

Q D McCrory of Sleaford was stuck on World One, Level Four.

A "Go right and jump onto the platform that moves diagonally upwards. then go left and upwards. Now move left across the platform, killing the elves as you go, and drop down at the end of the platform and jump right onto the moving platform. Jump off at the other side and go right to the exit.

Once outside again, jump right and move right to the end. Drop down and move left, jumping across the platforms. After going along for a while you'll reach the gate to World One, Level Five.
A J Morrissey, Plymouth

There are no *Monkey Island* tips in The Last Resort this month because the first part of Gareth Clark's complete solution appears on page 52. If you're stuck in anything else, though, write and tell me about it and I'll do my damnedest to help out. And if you can tie up any of this month's Loose Ends I shall, as always, be jolly grateful. The address is **The Last Resort, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW.** And don't forget to mark your envelope "Questions" or "Answers", otherwise, well, who knows what might happen?

LOOSE ENDS

Call me a plonker if you like, *(You're a plonker – Ed)* but remember that I'm bigger than you. The following unfortunate cases had me utterly foxed. If you can help with any of them, please do write in.

Q "I've got hold of the first key in the PD game WASTELANDS but now I'm stuck. Where's the next key?"
Phil Hutson, Hitchin

Q "I've found all four artifacts in BLACK CRYPT, and reached the last level, but the artifacts don't seem to do anything. How do I power them up? How do I weaken Estoroth? How do I activate the teleporter?"
Justin Wells, Surrey

Q "How can I avoid getting murdered at 2.00 am during the second day of MAUPITI ISLAND?"
Mitilineos Harris, Athens

Q "I can't get any further than the maze underneath the castle in DUNGEON QUEST."
Heather Johnson, Leicester

Q "I can't find Key A or Key C of the remote detonator in DAMOCLES. And is there a way to complete it without blowing up the comet?"
Andrew Burden, Warrington

Q "I've reached the end of Silver Tower Level Three in EYE OF THE BEHOLDER 2. What's the best way to engage the Beholders? And do I do it in the big room or the corridor?"
Justin Wells, Surrey

Q "In CADAVER, I've killed the dragon, but can't open the door beyond it. A message says I need the king's crown, which I thought I had but it turned out to be a worthless fake. Help!"
Jack Daniels (honest, he says), Belfast

Q "I desperately need a cheat for FUZZBALL – please help!"
Alison Carling, Bristol

Q "I can't get to Level Nine of FIRST SAMURAI after destroying the guardian at the end of Level Eight. And it seems to have gone a bit funny, because I reached Level Eight without destroying Level Seven's guardian, and the Save Game facility won't work – when the game's over, it returns to my last position with invisible sprites and the program doesn't do anything. What's going on?"
Didier Wittesaele, Brussels, Belgium

Q "I can't defeat that wretched whale at the end of Level Four of NEW ZEALAND STORY."
Tom Lane, Twickenham

Q "How do you kill the Octopus to rescue the woman and child in FUTURE WARS?
Fyona Robertson, Dundee

Q "What are the co-ordinates of the bunker in HUNTER? The prisoner tells me to go to the Green Monk, and the Green Monk tells me to go to the prisoner."
Phillip Taylor, Haverhill

Q "I'm in BARD'S TALE III, in the ice cellar of the ice keep in Gelidia, outside Lanatir's tomb. What do I type in to enter the tomb?"
F Dees, Hull

Q "I've never been able to get very far in BLOOD MONEY. Has anyone got a cheat?"
Alexander Wood, Sandleheath

Did somebody say the A500 is dead?

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PLUS which mouse to b

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What a fool!

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Amiga Format Issue 38 – get it at your newsagent now!

Miki of Indie darlings Lush in exploding glass factory shock. And she loves to play Amiga games too.

POP STARS ON THE GAME

It was a simple task. "Go find a few pop celebs who like to play games on the Amiga," we told cub reporter and friend-to-the-stars, RONNIE RANDALL. "That's my bag man, piece of cake," he smugly replied. Little did he know...

POP STARS AND THEIR GAMES

Hey! Commodore? Do you know any pop stars who use the Amiga these days? "Why yes, there's loads of 'em, there's, umm, Jonathan Ross, dum-de-dum, Sue Cook, and Bruno Brookes, er..." Not had *too* many hits between them lately, have they though? "Oh! Well, how about Rolf Harris?" He's a pop star? I thought he drew cartoons.

"I think you'll find, young man, that he had a number one hit with 'Two Little Boys' in 1970, and recently played his didgeridoo on some currently-quite-trendy band's single. And there was 'Sun Arise' – a big hit in the early '60s. Rolf's quite a hipster in fact."

Is that so? Fascinating. I guess I'll just have to find my own Amiga games-playing pop stars...

LUSH

See that bunch of music-types? They're Lush they are. (Miki's the one on the left.)

Hello MIKI, vocalist from LUSH, forever on-the-road giants of the Indie music scene.

HOW LONG HAVE YOU BEEN PLAYING COMPUTER GAMES, MIKI?

"Nine or ten years. My grandparents are Japanese so I used to play with an early Nintendo whenever I visited them in Japan. My first computer was an Amiga 500. I bought it three years ago with the very first money we got from 4AD, our record company. The first game I bought needed one Meg, so I had to go out again and buy the extra memory, I was frantic by the time I finally set it up, all I wanted to do was play games. I've just bought an Amiga 1500 to save faffing about."

WHAT GAMES ARE YOU INTO AT THE MOMENT?

"I'm very slow so I'm still fiddling around on *Monkey Island*. *Lemmings* is another that's still driving me crazy; I just can't handle the part where they all explode into bits, it's unnerving. Because we've been on the road non-stop since early February – doing America, Europe, and Israel – I've had to satisfy myself with a Game Boy. In Israel I played *Dyna Blaster* and an adventure called *Final Fantasy*, non-stop, but as soon as I get back to London for a day or two I spend the whole time on the Amiga."

PERSONAL ALL-TIME FAVOURITE GAME?

"There are so many, and all different kinds. *Blood Money* was brilliant for shooting and graphics, I almost got to the end of that one. Oh! And *Deja Vu*, a corny adventure, but I loved it."

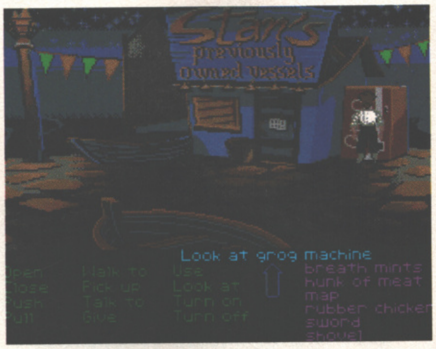
WORST GAME YOU EVER PLAYED?

"That's easy. Our producer, Robin Guthrie, has *Strip Poker*, which is totally tasteless and does nothing to dispel the idea of computer gamers all being frustrated, spotty, adolescent boys."

> "My Amiga is a games machine, pure and simple"

HOW OFTEN DO YOU BUY GAMES?

"I can't really keep up because we're constantly on tour. For example, we finished in Israel yesterday, are off to do Glastonbury tomorrow, and next week it's back to the States for seven weeks on the Lollapalooza tour. I just go into Virgin and buy whatever takes my fancy every couple of months. There are stacks at home that I just haven't had the time to play."



Miki's still fiddling around on *Monkey Island*.

IS GAME PLAYING A SOLITARY, OR SOCIAL, ACTIVITY FOR YOU?

"Utterly and totally 100% solitary. At home it's all, 'shut up John, get out John, leave me alone John...' It's mine, all mine. I hate sports things like multi-player *PGA Golf* and all that stuff, I just wanna be playing all the time, not waiting around for others."

WHAT GENRE OF GAME DO YOU PREFER?

"Like I said, sports are crap, but generally I don't mind the type as long as it's good. I get into adventures a lot, and when they get too frustrating I turn to a shoot-'em-up for release. The boys love those flying sims like *F1-11* and *A320 Airbus*, it's bizarre. They say things like 'but you learn how to fly a *real* plane, it really feels like you're flying'. Weird. I prefer something completely pointless, but brilliant nevertheless. My Amiga is a games machine, pure and simple, that's all I want to do with it, I don't understand anything else."

LUSH FUTURE PLANS?

"Since the album came out in January we've been constantly touring to promote it, and that will continue all year. I need total isolation to write fresh material so nothing new will come out until the new year."

THE ORB

The Orb, spaced out gurus of a techno generation, in artistic sci-fi pic shock.

Hello THRASH from THE ORB, weird, obscure, vague, off-centre performers of lush ambient pop tunes, and producers of 'Blue Room', which at 39 minutes and 58 seconds, is the longest single in chart history.

HOW LONG HAVE YOU BEEN INTO COMPUTER GAMES, THRASH?

"I got a Dragon 32 when they were new and cost 200 squid. We've got, like, three Amigas these days. Actually, my whole family is bonkers on 'em. Take my dad, he's got two all to himself just for games, nothing but games. My little brother is an Amiga programming nut too. It's in the blood. Amazing."

WHAT GAMES ARE YOU INTO AT THE MOMENT?

"I'm a bit, ummm... err, sorry, I can't remember

MASSIVE ATTACK

Hello 3D, dreamy, stream-of-consciousness vocalist from MASSIVE ATTACK, BRIT award-nominated Bristol trio, performers of such hits as 'Unfinished Sympathy' and 'Daydreaming.'

HOW LONG HAVE YOU BEEN PLAYING COMPUTER GAMES, 3D?

"I got my Amiga for the graphics about four years ago, but all I've really done is play games on it."

WHAT GAMES ARE YOU INTO AT THE MOMENT?

"The game we play big time is *Kick Off 2*. We have serious tournaments, with at least eight people playing each other once, then semis and finals. Plenty of beer goes down, all the stats are out, scorers, pitch conditions, we're well into it, total involvement. There are a few flaws obviously, repetitive things that shouldn't happen. The goalie is like a magnet every time you go near him. The free kicks are too hard. It needs a 'simple' facility to set up your own league etc but it's still the ultimate football game. *Everyone* is waiting for *Kick Off 3*. We've tried other football stuff, though not *Sensible Soccer* yet, but the only thing even remotely as good is *Speedball 2*. These are games where you can have a room full of people all having a laugh without it becoming boring. *Stunt Car Racer* used to be another in that category, we always hook up two Amigas for that one."

"My real ambition is to review Kick Off 3 for AP"

PERSONAL ALL-TIME FAVOURITE GAME?

"*Kick Off 2* of course, but me and Mushroom really got crazily obsessive about *Sim City* for a while. I've got to admit it was a pirate copy without a save facility so we had to keep it on non-stop for three days, until eventually we had to get some sleep. When we woke up New York had burned to the ground, then the computer burnt out too. Justice. We were completely demoralised."

WORST GAME YOU EVER PLAYED?

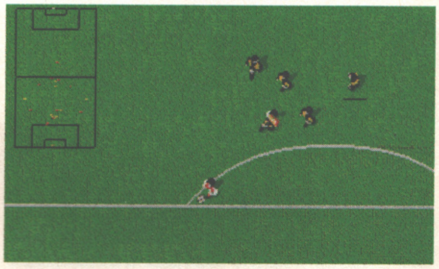
"I don't know about worst, but the most disappointing was *It Came From The Desert*. The advance demo was brilliant so I was expecting a lot, but the real thing was too repetitive."

HOW OFTEN DO YOU BUY GAMES?

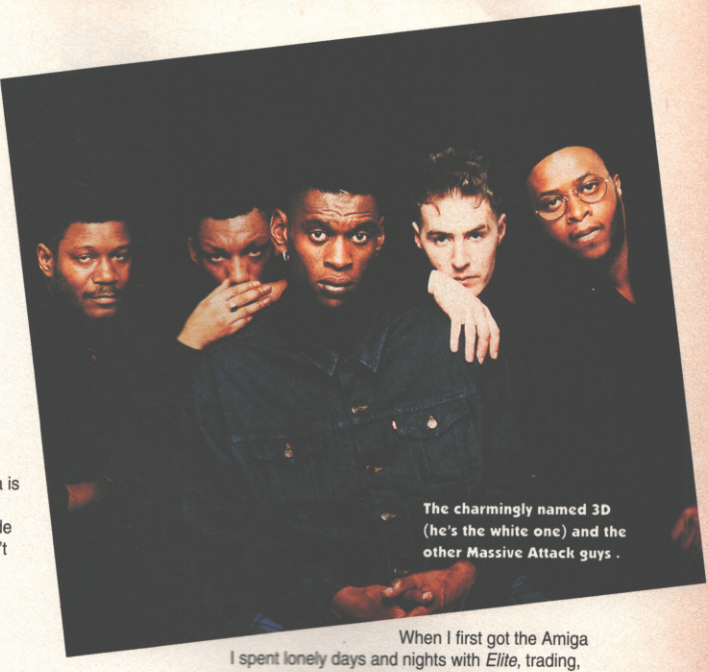
"It's not a routine thing. The last one I got was *Robocop 3* for my birthday. It's really crap. The idea is clever, but the graphics have no atmosphere. It's just an old arcade target game – really boring. Didn't like that one at all."

IS GAME PLAYING A SOLITARY, OR SOCIAL, OCCUPATION?

"Definitely social, an all-nighter once we get started. A lot of the other acts from Bristol are involved, Fresh Force, Smith And Mighty... No one talks about music though, just football, it's a real male thing. When I first got the Amiga I spent lonely days and nights with *Elite*, trading, trading, trading, until suddenly I woke up wondering where all me mates had gone. The only game I ever really enjoyed playing on my own was an oldie called *Deja Vu*."



***Kick Off 2* – Massive Attack play it Big Time. Who doesn't?**



The charmingly named 3D (he's the white one) and the other Massive Attack guys .

WHAT GENRE OF GAME DO YOU PREFER TO PLAY?

"Sports, social things, competitive games. It's more fun to compete against, rather than just play *with* someone. I'd love to get into something like *Midwinter* but basically I'm lazy. I don't want to read instructions. I want to just turn on and tune in."

MASSIVE ATTACK FUTURE PLANS

"We're well into the new album at the moment, so it looks like a release later in the year, but don't hold your breath, we're very fussy. My real ambition for the near future is to review *Kick Off 3* for AMIGA POWER."

---

any names. Oh yeah, *Crystal Quest*. Wait, no, is that on the Amiga? I'm not sure, maybe it's on the Mac, we've got one in the studio. Anyway, this *Crystal Quest* right, it's got all these, well, dots actually, and the dots are, like, the crystals, and you shoot all these things, the mad aliens in white coats we call 'em, and then you, er, I can't remember... anyway, it's a top game. Amazing."

WORST COMPUTER GAME PLAYED OR BOUGHT?

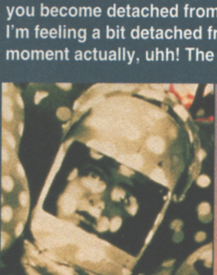
"A Danish one, what was it called now? Oh yeah! *Grog*... No, it's gone. Anyway this geezer, or was he a penguin? Well, whatever, he jumps over ice caps and dies, and when he does this bubble comes out of his mouth and says 'SLUT'. Amazing."

HOW OFTEN DO YOU BUY GAMES?

"Buy? I dunno, they're far too expensive these days, I'm more into music at the moment. Trouble is, they never put any MIDI ports on the Amiga, they must have been out of their heads when they designed it cos that's the only reason Atari STs are found in studios."

IS GAME PLAYING A SOLITARY, OR SOCIAL, OCCUPATION?

"Much better when mates are there to guide yer hand, yeah, not much fun on yer own really, it's a show-off thing. If you get into the solitary trip you become detached from life or something. I'm feeling a bit detached from life at the moment actually, uhh! The phone's turning into a courgette. Amazing."



"Uhh! The phone's turning into a courgette. Amazing!"

WHAT GENRE OF GAME DO YOU PREFER?

"Wicked platform games, like, there's one, right, with a thing bouncing up and down with lots of doors, and when you get through them you become an aeroplane and just fly around, cosmic. Dunno what it's called but it's amazing."

THE ORB FUTURE PLANS

"The album's just out, we're mixing a new single in Japan, and playing in this Panasonic Centre where, like, all the floors are glass with TV screens under them, and computer games and stuff showing everywhere, and all the walls are full of speakers and computers and, like, you can mix your face into your partner's to see what your kids will look like. Mad! Crazy! Amazing even."

Mmm, great. Thanks, Thrash. Good luck in Japan. I hope you find your way there okay. I hope you remember to go...

MANIC STREET PREACHERS

Top left: Sean, drummer with Manic Street Preachers – the group who liked *Dyna Blaster* so much one of them carved '4 PLAYER' into his arm. Allegedly.

Hello SEAN from THE MANIC STREET PREACHERS, those Welsh rockers who think the rest of the music industry is crap.

HOW LONG HAVE THE BAND BEEN INTO COMPUTER GAMES, SEAN?

"About a year. We were into Amigas and Atari STs through music-making and the studio. After eight to ten hours of total concentration and the pressure of programming drum patterns and everything, switching to games became a welcome release, blowing away the frustration and anger, running riot with something that was just total fun. We've also bought a Mega drive between us, and I've got a Game Gear for myself on the road. I bought a Game Boy in Japan, but it was total rubbish, good games but poor graphics."

WHAT GAMES ARE YOU INTO AT THE MOMENT?

"*Kick Off* and a lot of sport sims, it must be the summer atmosphere. *Kid Chameleon* on the Mega drive, *Olympic Gold* on the Game Gear... all sorts. We buy them while on tour, especially in Japan and the States."

PERSONAL ALL-TIME FAVOURITE GAME?

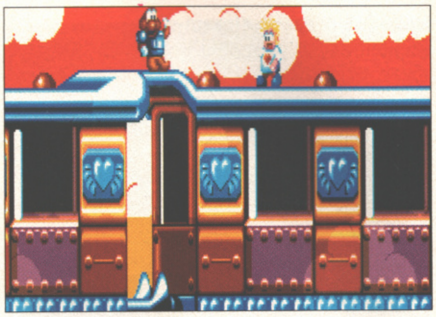
"Sorry Amiga fans but it's just got to be *Sonic The Hedgehog*. The graphics are so smooth, each level well balanced, and good characterisation. Nothing on the Amiga equals it yet."

WORST GAME EVER PLAYED?

"The first *James Pond*, though I thought *Robocod* was much better."

IS GAME PLAYING A SOLITARY, OR SOCIAL, OCCUPATION FOR THE MANICS?

"It depends on the game, and the computer. The Game Gear is naturally solitary, for train, plane and bus trips, but otherwise we're all hooked during a sports sim, rooting for Nick during a round of *PGA Golf*, or James and Richey almost coming to blows during a particularly heated match of *John Madden's American Football*."



Robocod* – much better than the first *James Pond

WHAT GENRE OF GAME DO YOU PREFER?

"I'd like to have a chance to get more into strategy and adventure, but for the moment I've got to admit to a liking for strong characterisations, so it has to be cute platformers."

"Switching to games became a total release"

HOW OFTEN DO YOU BUY GAMES?

"Let's see, I've bought 75 over the last year, so that's more than one a week!"

MANIC STREET PREACHERS FUTURE PLANS

"We'll be playing a few festivals over the summer. A video with ex-porno star Tracy Lords who sings on 'Little Baby Nothing', the last single off the current album. The UK tour in October, and finally the Royal Albert Hall concert in December, which will be a real ambition fulfiled, *the* great venue to play if only for it's long rock history with The Stones, Cream etc. Our new LP kicks off in February."

WIN!

Yeah, so it's all very well telling you about all these fab pop stars and stuff, but what if you've never heard any of their records? Like, it's really hard to relate properly to what someone thinks about Amiga games if you don't know what kind of sounds they dig, right? Well, that's what we thought too. Coincidence or magic – you decide.

Anyway, we reckoned it would be best for everyone if we gave you a chance to win some of these top pop sounds to check out for yourselves, and since simply covermounting a CD of, say, the Manic Street Preachers album would have been a tad too expensive, we've got some competitions instead. Yes, you too (as opposed to U2) can win – well, let's see what we've got lurking in the AMIGA POWER top rock'n'pop prize box...

MASSIVE ATTACK

Nowt. Bleedin' tightwads.

THE ORB

Er, nowt. Not going so well, is it?

ALTERN 8

Aha! Now we're talking! We've got sets of the special limited edition version of Altern 8's new LP Full On..Mask Hysteria (vinyl format which includes an extra 12" with an exclusive megamix of the not-on-the-actual-album title track), some charming grey "Top one, nice one, get sorted" T-shirts, a set of groovy badges and a press pack with wacky photos and suchlike aplenty positively bursting from its seams. TWO (count 'em!) lucky readers can walk off with one of these deeply desirable collections of pop fabness by doing nothing more complicated than answering THIS (yes, THIS) easy-peasy question:

Name the Monkees song with the word 'Alternate' in its title.

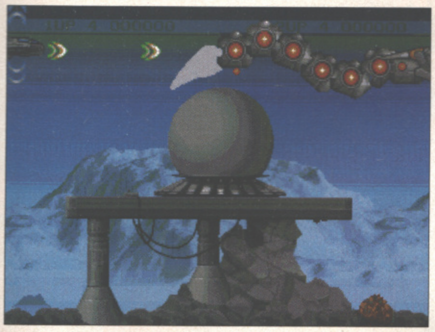
Send answers on a postcard, a stuck-down envelope or a dead buffalo to:

Ooh, What A Giveaway Competition,
AMIGA POWER
29 Monmouth Street
Bath
Avon

MANIC STREET PREACHERS

The Manics' top-selling LP Generation Terrorists is currently available in a strictly limited edition picture

ALTERN 8



Project X – those Altern 8-ers play it almost non-stop

Hello CHRIS PEAT from ALTERN 8, Stafford-based mask-wearing purveyors of chart-bound quality Techno dance music.

HOW LONG HAVE YOU BEEN INTO COMPUTER GAMES, CHRIS?

"Forever, since I was given an Atari console when I was 13. I studied computers and have had an Amiga 500 for a couple of years now, it's brilliant, excellent choice and quality of software, great speed, easy to use. But of course you know all this, you're an Amiga mag."

WHAT GAMES ARE YOU PLAYING AT THE MOMENT?

"*Project X* virtually non-stop, the graphics and sound are amazing. It's so addictive. We're also working on three games of our own – this isn't a wind-up – so we're playing those but it's all top secret at present. We'll be doing the music too of course. I'm a total fanatic, I could spend all day, every day, playing if we didn't have to make music. I'm more the techno side of the act, with Mark Archer being the musician, the raver, the pop sensibility."

"I once spent 12 solitary hours with *Asteroids*"

PERSONAL ALL TIME FAVOURITE GAME?

"*Hitch Hiker's Guide To The Galaxy* on the old ZX81, that was the best adventure ever. It doesn't matter how limited the graphics and stuff are when the concept is so good."

HOW OFTEN DO YOU BUY GAMES?

"Every 8 days, we spend 88 pounds a month."

IS GAME PLAYING A SOLITARY, OR SOCIAL, OCCUPATION?

"The locks on my bedroom door should answer that. My girlfriend gets really ratty when I bolt myself inside. But game playing, you know, you just don't wanna give anyone else a go do you? I once spent 12 solid solitary hours with *Asteroids*, but I'm only *slightly* hooked."

WHAT GENRE OF GAME DO YOU PREFER?

"Anything with loads of noise, action, and blasting everything to bits."

Raving mad! That's Chris Peat – one half of off-kilter dance duo, Altern 8.

ALTERN 8 FUTURE PLANS

"The third single 'Hypnotic St-8' has followed the others into the top ten. We've just released the 'Full On.. Mask Hysteria' album by inviting 15 newspaper journalists up to Stafford for a techno duel at Quasar, and videoed the event for a future promo clip. We've got a new 20ft tall robot as part of our live act, (there's a bloke inside on stilts). We're doing four shows in Turkey (!?!) and taking part in an international belly dancing competition while we're there. Then off to the USA where the old 'E-Vapor-8' single has just taken off. We'll be playing the odd rave in the UK, building up to more at the end of the summer. Oh, and we've been asked to do soundtracks for loads of kids TV shows... Not bad for a one-off joke that started on a rest day from our old Nexus 21 act." ●

Who'd have thought Altern 8'd be into *Asteroids*, eh?

CD format. Of course, when we say 'currently', what we actually mean is 'they sold the last one in your local HMV a month ago', so your chances of getting hold of one are pretty minimal. EXCEPT, that is, if you're one of the FIVE (count 'em!) people who get pulled out of the AMIGA POWER mailbag, having first correctly answered this laughably straightforward question:

Name the top glam punk rock band with the word 'Generation' in their name.

Answers on a postcard, a stuck-down envelope or one of Timmy Mallet's lungs to:

Real Real Real (Real) Competition,
AMIGA POWER
30 Monmouth Street
Bath
Avon
BA1 2BW

LUSH

What's that you say? After reading the interview, you're so completely impressed with everything about Miki from Lush that you've simply GOT to own every single thing they've ever committed to record? Well, all right then. We've got the complete Lush discography (that's the 'Scar' mini-album, the 'Mad Love', 'Black Spring', 'Sweetness And Light' EPs and the debut proper album 'Spooky'), all on CD, waiting for ONE (er, count 'em!) lucky person to take it away from us (sob) by correctly answering this appallingly undifficult question:

Name the '60s pop group who had the word 'Spooky' in their name.

Answers on a postcard, a stuck-down envelope or Switzerland to:

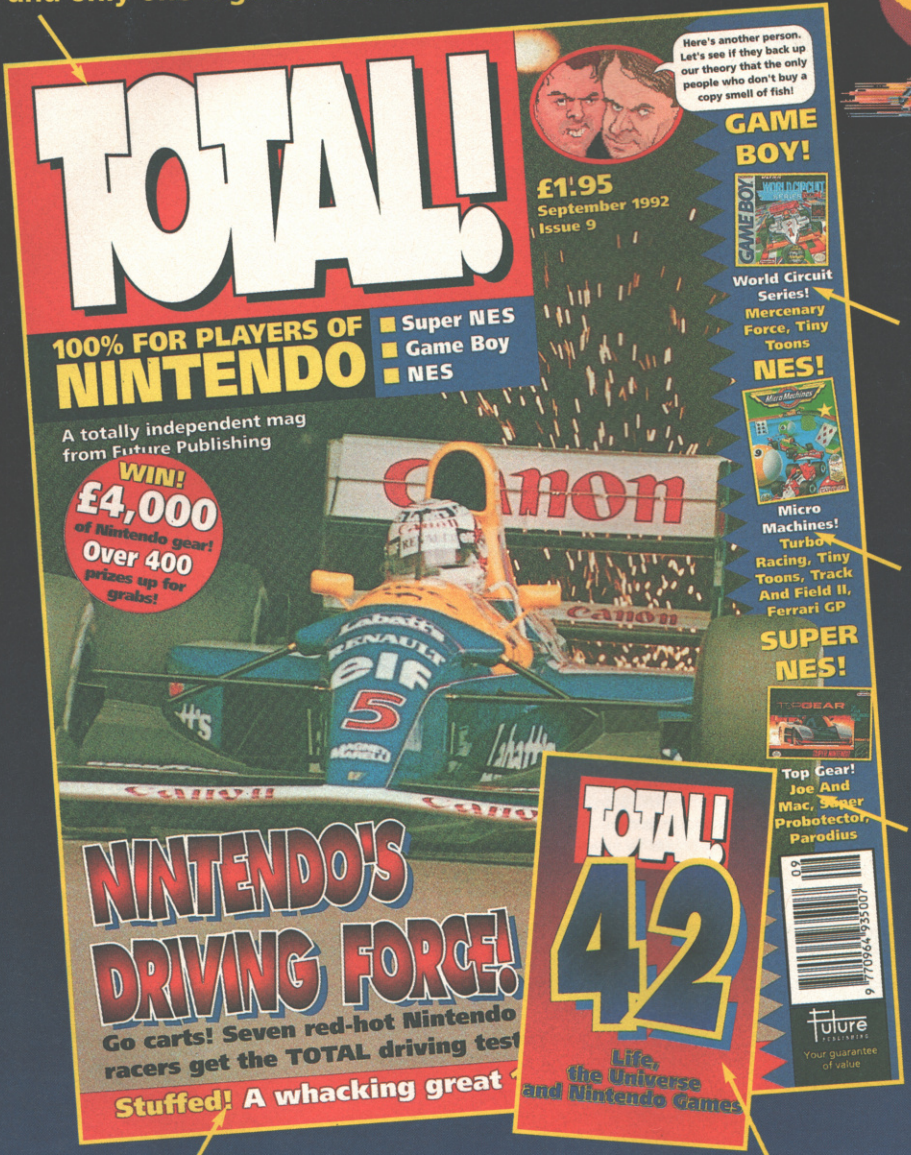
YOU! LOVE! (L)US(H)! Competition
AMIGA POWER
30 Monmouth Street
Bath
Avon
BA1 2BW

The usual compo rules, and any new ones we think up between now and the closing date (September 20, 1992) to stop Stuart N Hardy winning – apply.

TOTAL! The ONLY magazine dedicated to Nintendo gamers, full of reviews and tips for the NES, Game Boy and Super NES!

Watch it, Steve! Ooh… You OK? Steve? What? You sayin' these cars don't have brakes! Ah. Aaah! *AAAAAAAA*…
TOTAL!

There's only one Nintendo mag to buy, and only one logo to look out for!



TOTAL!

Here's another person. Let's see if they back up our theory that the only people who don't buy a copy smell of fish!

£1.95
September 1992
Issue 9

100% FOR PLAYERS OF NINTENDO

- Super NES
- Game Boy
- NES

A totally independent mag from Future Publishing

WIN! £4,000 of Nintendo gear! Over 400 prizes up for grabs!

GAME BOY!

World Circuit Series!
Mercenary Force, Tiny Toons

NES!

Micro Machines!
Turbo Racing, Tiny Toons, Track And Field II, Ferrari GP

SUPER NES!

Top Gear!
Joe And Mac, Super Probotector, Parodius

NINTENDO'S DRIVING FORCE!

Go carts! Seven red-hot Nintendo racers get the TOTAL driving test

Stuffed! A whacking great

TOTAL! 42

Life, the Universe and Nintendo Games

Future Publishing
Your guarantee of value

VROOOM!
Burning rubber on the baby Nintendo comes World Circuit Series – a Formula One racer which can handle up to four players!

SCREEEECH!
We've got a whole bunch of NES racing games, with Micro Machines, Ferrari GP, Rad Racer and Turbo Racing. Blimey!

BROOOM!
Top Gear breaks all the rules on the Super Nintendo. It's fast, rapid, speedy, swift and just a tad nippy – even in two-player mode! Er… we've got RPM Racing as well. But let's not mention that.

Stuffed what? A whacking great *what*?! (You'd better buy an issue and find out!)

Free book! Yes, mini-reviews and tips of 42 Game Boy and 42 NES games!

Got a Nintendo? Then get TOTAL! Issue nine is on sale right NOW!

VOTE FOR YOUR FAVOURITE GAMES

AND WIN A PHILIPS MONITOR WITH *LOTUS TURBO CHALLENGE 2*!

THE AMIGA POWER READERS' ALL-TIME TOP 100

Right, we've had enough. Whinge, whinge, whinge is all we ever seem to get around here these days. '*Rainbow Islands* isn't the best game ever,' you carp. '*Kick Off 2* is brilliant,' you whine (frequently incomprehensibly). '*Exile*'s got duff graphics so it must be rubbish,' you moan stupidly. Well, we're fed up with it. You think authoritative and definitive Top 100s are so easy to do, let's see YOU try...

LESSON ONE: DO IT YOURSELF

And hey, we're even going to make it easy for you. We're not asking you to sweat blood for weeks coming up with 100 games. We're not asking you to come up with 50. We're not even asking for 25. Nope, all you have to do is slap down your 10 (that's TEN) very favourite Amiga games of all time on a postcard or stuck-down envelope, and send it to the address at the bottom of the page. Oh yeah, we also want you to vote for your worst game (if you've got one). We're giving you a month to think about it, after which time we'll collect all the replies together and tot up the marks on a 10-points-for-a-first-place, one-point-for-a-10th-place kind of basis. At the end of it all, we'll have what YOU, The Readers, consider to be the definitive list of all-time classics. It won't be as good as ours, of course, but – hey! – we get paid to do this... and besides we're going to pick out one entry from the pile and the wonderful people at Philips will despatch one shiny new CM833/II monitor and *Lotus Turbo Challenge 2* bundle (see True Stories for more info on this package). Now isn't that reason enough to send in an entry?

LESSON TWO: DO IT PROPERLY

As you might imagine, we're expecting an absolute avalanche of mail on this one. So if you want your voice to be heard, you're going to have to give us a bit of a hand. Here's what we want you to do:

(1) All entries MUST be on a postcard or stuck-down envelope. Anything we have to open goes straight in the bin.

(2) All entries MUST have 10 games on them – no more, no less – and all in order, with the Number One at the top. Otherwise – straight in the bin. (If you can't think of 10 favourite games, don't send your card in until you can. Thank you.)

(3) Please don't write anything else on the card. If you want to explain your choices or pass on some interesting snippet of information, then by all means send us a letter, but covering your entry in writing makes it a pain for us to see at a glance what's what, and will result in us chucking the thing straight in the bin in order to save our eyesight.

(4) And the same thing goes for unreadably scrawly handwriting all jammed together in a jumble at the top left hand corner of the postcard with bits of your dinner spilled on it...

(5) Multiple entries? Straight in the bin with 'em, mate. All of 'em.

YET MORE RULES

1. The closing date for entries is 31st October. Anything which comes in after that goes – yes! – straight in the bin.

2. If you're Stuart N Hardy, you're not allowed to enter.

3. That was a joke, incidentally. We wouldn't try to exclude anyone at all. Not us, guv. Oh no. Except see rule 5.

4. The Editor's decision (whatever that means) is final.

5. Oh yeah, employees, relatives of employees, friends of employees, or offspring of employees of any software or hardware manufacturers (particularly Philips and Gremlin) are not eligible to enter.

AND THIS IS OUR TOP 100

1 **Rainbow Islands**
2 **Formula One Grand Prix**
3 **Speedball 2: Brutal Deluxe**
4 **The Secret Of Monkey Island**
5 **Sim City**
6 **Mega lo Mania**
7 **Exile**
8 **Populous II**
9 **Knights Of The Sky**
10 **Jimmy White's Whirlwind Snooker**
11 **Lemmings**
12 **Prince Of Persia**
13 **Dyna Blaster**
14 **First Samurai**
15 **Harlequin**
16 **PGA Tour Golf**
17 **Ultima VI**
18 **Parasol Stars**
19 **Eye Of The Beholder**
20 **Another World**
21 **F-15 Strike Eagle II**
22 **Titus The Fox**
23 **John Madden Football**
24 **Hunter**
25 **Apidya**
26 **The Blues Brothers**
27 **Celtic Legends**
28 **StuntCar Racer**
29 **Pang**
30 **Gem'X**
31 **Rodland**
32 **Switchblade II**
33 **Head Over Heels**
34 **Asteroids**
35 **Vroom**
36 **Nebulus**
37 **Bubble Bobble**
38 **SWIV**
39 **R-Type II**
40 **IK+**
41 **Virus**
42 **Lotus Turbo Challenge 2**
43 **Kick Off**
44 **Chuck Rock**
45 **Llamatron**
46 **Heimdall**
47 **Realms**
48 **Klax**
49 **Shadowlands**
50 **MicroProse Golf**
51 **Puzznic**
52 **Super Off-Road Racer**
53 **Super Twintris**
54 **Cruise For A Corpse**
55 **Laser Squad**
56 **Leander**
57 **Paradroid 90**
58 **Toki**
59 **Shanghai**
60 **Space Crusade**
61 **Gods**
62 **Silent Service II**
63 **Pacific Islands**
64 **F/A-18 Interceptor**
65 **Indiana Jones And The Last Crusade**
66 **Robocod**
67 **Thunderhawk**
68 **F-29 Retaliator**
69 **The New Zealand Story**
70 **Manchester United Europe**
71 **RoboCop 3**
72 **Storm Master**
73 **The Sentinel**
74 **Rugby: The World Cup**
75 **Spindizzy Worlds**
76 **E-Motion**
77 **Indianapolis 500: The Simulation**
78 **Pinball Dreams**
79 **Plotting**
80 **Final Fight**
81 **Carrier Command**
82 **Project X**
83 **Powermonger**
84 **Spot**
85 **Scooby And Scrappy Doo**
86 **Hero Quest**
87 **Pro Tennis II**
88 **Projectyle II**
89 **Tower Of Babel**
90 **Volfied**
91 **Kid Gloves**
92 **Super Hang-On**
93 **Supercars 2**
94 **Car-Vup**
95 **Deuteros**
96 **Photon Storm**
97 **Fantasy World Dizzy**
98 **Monster Business**
99 **Covert Action**
100 **Golden Axe**

...But – hey! – don't let it influence you at all.

'BUT LET'S TALK ABOUT YOU...' THOSE READER SURVEY RESULTS IN FULL

Were you one of those lovely and wonderful people who took the time and trouble to fill out our reader survey form in the near-legendary collector's issue 13? If you were, then not only do we like you lots, but we've also got something here you might like to read. Almost 10% of our readership (a colossal figure for this kind of thing) sent forms back in, and after giving a poor temp terminal eyestrain as she typed some 6000 sets of figures in to a spreadsheet program, we came up with some rather fascinating facts. Now we can reveal just what you lot are really like. Trainspotters of the world, read on...

SEX

95% of our readers are male, which is actually a slightly less overwhelming majority than the usual for a computer games mag. Still a bit of a bummer if you're thinking of holding an AMIGA POWER Readers' Convention and trying to use it to pick up babes, though.

AGE

Over half of our readers (54%, in fact) fall between the ages of 15 and 25, with 22% older than 25 (including 3% over 40!)

TYPE

58% of you have an upgraded A500, while 12% are still struggling away with the old basic model. The A500 Plus accounts for 26%, with only 4% owning one of the flashier machines like the A1500, A2000 or A3000.

LENGTH

Over half of you (58%) have had your Amiga for over a year, with a third of those having had it for over two years. Only 4% had bought their machine within a month of sending in their survey form, with 36% getting theirs less than a year ago.

KIT

We were a bit surprised by the answers in this section. The image of gamers these days is of a pretty cosmopolitan bunch, forgoing the old machine rivalries in favour of having the best of several worlds. As far as you lot are concerned though, it's Amigas all the way. The only other machine owned by a significant number was the C64 (with 15% of you owning one), while the Sega Mega Drive put in a disappointing 5% and the new Super NES could only manage a paltry 3% (although it hadn't been on sale for long when the survey came out). The only other things to manage more than 2% were the Sega Master System and PC compatibles, which also managed 3% each.

It doesn't look like changing much in the next six months, either, with 5% of you expressing an intention to buy a Super NES, but almost nothing else on your shopping lists at all (although a total of 14% do intend to buy a better Amiga of some sort).

BABY KIT

Handhelds have made a bigger impression on you, though. 15% of respondents claimed ownership of a Game Boy, with another 3% intending to buy one in the next six months. A surprisingly large 11% have a Sega Game Gear, also with 3% planning a purchase soon, but only 3% of you have bought Atari's impressive but ill-fated Lynx.

AMIGA KIT

Maybe you're all planning to spend your money on Amiga stuff instead. Yeah, that must be it. Why, 38% of you are planning to buy a new joystick in the next six months alone! A new mouse is the heart's desire of 16%, while 15% are going to splash out on a printer. The hard-drive market looks set to take a leap, with 13% of AMIGA POWER readers set to buy one before the end of the year, and 9% have a memory expansion on their minds.

PREFERENCES

We asked you to rate your favourite types of game in order. The results were very close, but we had a re-count and got a bit of a surprise...

1. Simulations
2. Driving games
3. Arcade adventures
4. Platform games
5. Shoot-'em-ups
6. RPGs
7. Strategy games
8. Beat-'em-ups
9. Puzzle games

Looks like everyone's been playing an awful lot of *F1GP*....

BUYING

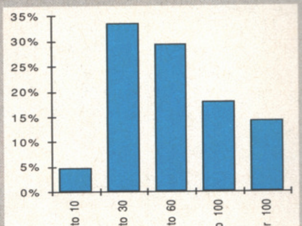
A huge 61% of you plan to buy between two and five full-price games in the next three months, with 42% after the same number of budget games. Only 11% (full-price) and 7% (budget) claimed to be going to buy more than five, and a depressing 8% (full-price) and 26% (budget) said they weren't going to buy any, leaving 21% and 25% respectively saying they'd buy just the one.

PUBLIC SPEAKING

Nearly 50% of our readers regularly buy PD, a very healthy figure indeed.

HOW MANY?

'How many Amiga games have you actually got, then?', we asked. You said:



HOW MUCH?

Exactly half of the respondents said they spent between £10 and £30 a month on games (which ties in pretty well with 61% buying two to five new full-pricers every three months). Only 27% spend less than £10 a month, with 22% blowing between £30 and £100, and 1% spending more than £100!

HOW LONG?

The largest number of AMIGA POWER readers spend between 10 and 15 hours a week playing Amiga games (33%), with 25% close behind on 5-9 hours. Only 11% spend less time, with 15% taking 16-20 hours out a week, and another 16% spending over 20 hours (that's almost 20% of your entire waking life!)

WHO SAYS?

The factors which have the greatest influence on which games you buy, in order of importance, are:

1. AMIGA POWER reviews
2. Reviews generally
3. Advertising
4. Word of mouth
5. A hunch
6. Packaging

Shucks. And does this mean we can get away from some of those ridiculously huge boxes now, software houses?

MEDIA

33% of you only buy one computer magazine a month (presumably this one). Another 30% buy two, but after that things tail off, with only 18% going for three, 9% splashing out on four, and 11% on any more than that.

OUT OF 10

We asked you to rate AMIGA POWER out of 10. Our average score was a not-unimpressive 8.8.

HOW OFTEN DO YOU DO IT?

19% of respondents got their AMIGA POWER by subscription (which is a significantly higher proportion than actually subscribe, perhaps reflecting that subscribers, with money invested, feel more concerned about the magazine than other readers and hence reply to reader surveys in disproportionately high numbers). 52% buy it every month without fail, 21% buy it 'most months', and only 8% buy the mag only occasionally or had their first AMIGA POWER experience with issue 13.

HOW HARD IS IT?

69% thought our reviews were pitched 'just right', with 11% saying we were 'too soft', 18% saying 'too hard', with only 1% each for 'much too hard' or 'much too soft'.

WHO LOOKS AT IT?

34% of you greedily keep your copy of AMIGA POWER to yourself ('It's mine! Mine! All mine!'), while 38% share it with a close personal friend. 17% let two other people read their copy, while 4% say that their AMIGA POWER is read by more than five people! If we take 'more than five' to mean 'six', then multiply all the figures according to our current listed circulation of 55,173 (we'll have a new improved official ABC circulation figure next issue), then that means that each issue of AMIGA POWER is being read by no less than 118, 070 people!

WHAT BITS DO YOU LIKE?

The most popular sections of AMIGA POWER were:

AMIGA POWER Recommends (average mark 9.7 out of 10)
Complete Control (9/10)
Front-end reviews (8.8/10)
Smaller reviews (8.3/10)
Do The Write Thing (8/10)
The Bottom Line (8/10)

Least popular? Crib Sheets, with an average 6.2 out of 10. God job we've stopped doing that one...

MORE OR LESS?

We asked which bits of AMIGA POWER you wanted more, less, or the same amount of in future. Every single feature we listed, you said you wanted 'more' of, with tips and reviews coming out on top with 83% and 81% respectively of readers wanting more. More game reviews? We already review every game released each month! The only things which attracted any significant number of 'less' votes were PD reviews, Work In Progress and letters, which strikes us as odd, since two of those are areas where readers, rather than us writers, can have some input and voice. Still...

SAVINGS

93% of AMIGA POWER readers have a bank or building society account, with a fifth of the ones who don't intending to open one soon. Nice to see you're all planning for the future...

HAVING FUN

Apart from playing Amiga games, your top five favourite pastimes were, in order:

1. Buying/listening to records
2. Watching TV
3. Going to the movies
4. Watching/playing sports other than football
5. Watching/playing football

And you *hate* reading comics.

TASTE

42% said your favourite kind of music was 'a little bit of everything', with the most popular single genre being 'rock' with 25%. Next came 'chart pop' at 20% (although plain 'pop' only managed 10%), going right down to 3% for 'reggae' and 'classical' and 2% for 'jazz'. And 17% of our readership like 'metal'.

So there you go. Some surprises. Some useful ideas for change. And some bits which have reassured us that we're doing the right things. Thanks to everyone who entered, and we hope you'll maybe help us out with another survey next year.

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Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems we ensure that you will have nothing to worry about. We have been established for over 12 years and, with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Systems Service".

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Yes, once again we put provocative questions to the leading lights in the computer entertainment software industry. This month...

WHAT DO
THINK OF

"It's an interesting magazine which I read, and it's fine that the magazine seems to have the ability to say that something's crap if it's crap because there's not enough of that with some other magazines. But you perhaps go willfully out of your way to slag things off when they don't deserve it. Like *Magic Pockets*. It may not be the best Bitmap game but it's better than a lot of other titles out there. It's fine not to like a style of game but the extent AMIGA POWER's gone to... Come on. It's month in month out. There were points made in the review which I accept, but the game's been out for a year and Stuart's still going on about it. Some of the praise for some of the PD and budget games which come out... They're all right but are they really Number Thirteen in the All-Time 100 Games? Are they really better than some full-price stuff? It's just a bit imbalanced. But what POWER has got is that it's individual. But it can go too far the other way."

***ERIC MATTHEWS**, Designer for The Bitmap Brothers*

"I quite like it. I like a magazine where the review marks actually mean something and they're not all over 70 percent. A 70 percent review in AMIGA POWER means you're not doing bad. A 70 percent review in another magazine is crap. You call a spade a spade. And that geezer with the funny haircut... he's alright really."

ANDREW WRIGHT, Marketing Manager, would you believe, at Virgin Games Software

"In the world of millions of Amiga magazines it's done really well. The thing I respect most is it's brave enough to be honest about some of its reviews. I rate it pretty highly. There are some nice ideas – like the 100 best games. Everyone seemed to get into a loop of previews, work in progress, then reviews, but not AMIGA POWER."

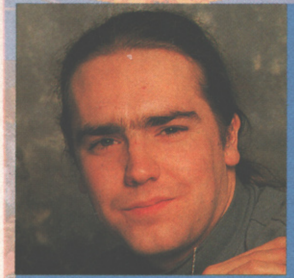
***PETER MOLYNEUX, Managing Technical Director for Bullfrog and author of* Populous *and* Populous II**

"I think it's a very good magazine. It's well focused on the entertainment products and doesn't digress like other magazines. It seems to be pretty much in tune not only with what people like but with what they're buying as well. The creative and commercial balance is right. I also think it's one of the best presented magazines."

PHIL HARRISON, International Development Manager at Mindscape

"It's the best presented Amiga games magazine but I think its attitude sometimes hurts its credibility. We've found from our focus groups that new readers think it's great, and those who don't buy it now think it's too negative and don't believe that every game is crap. They want to hear positive things about their Amigas. We've found they were buying it for four or five issues but then got disillusioned that every game is slagged off."

SIMON JEFFERY, Marketing Communications Manager for Electronic Arts



"Funny enough, I've got an AMIGA POWER shirt on today. I think it's smashing and great because you've written so many things about us. You're a great bunch of guys, and I beat Stuart Campbell five-one twice on *Sensible Soccer. (Yeah, Jon, but I beat you too in the same session, and you wrote the bloody thing – Stuart.)* One gets so bored reading so many computer magazines these days that you only read the stuff about yourself 'cos that's the only interesting stuff there is."

JON HARE, Orchestrating Director at Sensible Software

"It's alright. We get a load of magazines thrown at us, so I don't pay much attention to them unless they've got something about us in them. I don't particularly have any favourites. Your reviewers can't drink." *(Hey, that's only Matthew – everybody else.)*

MARTYN BROWN, Product Manager for Team 17

"It's simply the best Amiga magazine. Why? Because you were nice about *Exile*. It's a jolly good read, too."

GARY SHEINWALD, Development Manager at Audiogenic

YOU REALLY AMIGA POWER?

Look! Look! We can take it as well as dish it out... Well, we thought you'd like to know. We did.

"It certainly has an attitude, which I suppose could be called idiosyncratic. It looks good, verging on the clever without being uncomfortably so. When you are as deliberately contentious as AMIGA POWER has chosen to be, you do have to be careful that the tone you take doesn't overtake the role you are fulfilling for the readers and you don't get caught up in your own sense of self. The best thing about AMIGA POWER on occasions is the quality of writing."

TOM WATSON, Managing Director of Renegade

"It's scintillating and vibrant. It has some good techie bits in it. That's about it really. One thing I do like is the composite images of games and the maps and stuff. I'm not a great magazine reader though."

NICK PELLING, currently performing the unenviable task of converting **Wing Commander** ***to the Amiga***

"We all like it, as it happens, even though we've been the recipient of a bad review with *Wolfchild*. It is hard to take a bad review on the chin but we generally do if it's justifiable. There were a couple of points we didn't agree with on *Wolfchild*, but we do admire AMIGA POWER for their review score system, because they don't give too many high reviews. We also like the fact that they're honest with the big companies and the big hyped products and give them justifiable reviews. I like the format, and the style of writing. It seems to be aimed at the mid-teens but I know a lot of adults read it as well. It's similar to the 'Q' magazine in that extent."

JEREMY SMITH, self-professed Big Cheese' at Core Design

"I like it a lot and I like the people who work on it. It's a magazine with attitude and I think it's the right attitude."

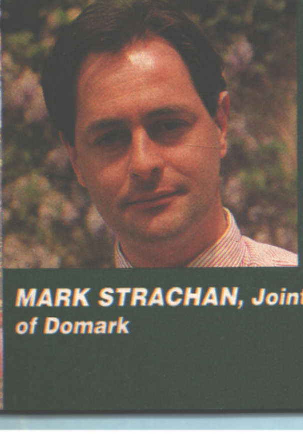
NIK WILD, PR Manager for Psygnosis (Picture: Nik's sister)

"We're not actually being sent it. My initial reaction was very good, but I haven't seen the recent issues. I was very impressed with the ones I did see."

MEV DINC, Vivid Image Person

"It's okay. I'll admit that I don't read it a great deal, I just flick through it. I do occasionally buy an issue and read it. It's a lot better than, shall we say, some of the slightly trashier ones around."

DAVID BRABEN, currently finishing **Elite II** ***for Konami***



"It's completely brilliant. I like the look and feel of it. The attitude? Well, people must have their own opinions, as long as they are done in a fair way. For example, if one person doesn't like football games, then giving him one to review arguably is not the fairest way. One can't cry about poor reviews."

MARK STRACHAN, Joint Managing Director of Domark

"It's a very nice magazine. I wasn't too chuffed with the size of the pictures used for my game last year. None of them zoomed in close enough. But, yeah, it's fine."

ARCHER MACLEAN, author of **Jimmy White's Whirlwind Snooker** ***and Pool***

"It's one of the few magazines I read from cover to cover. As purely a games magazine it does the job well. Well, apart from the *Epic* review..."

GARY BRACEY, Software Director for Ocean

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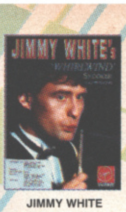
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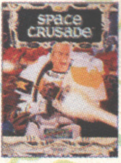
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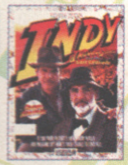
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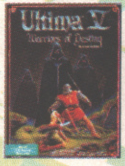
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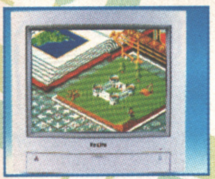

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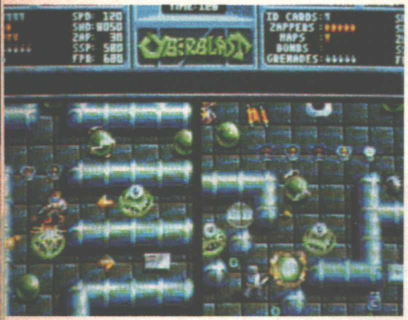
GAME REVIEWS CONTINUED

Yum. Here's where we serve up our second course of full price game reviews. If it's full price and if it's a game, then this is where you'll find a review of it. This month we've got the lot, including the lowest ever score in AMIGA POWER! Shocking, but true.

CYBERBLAST

Publisher: Innerprise Software Inc
Authors: Andreas C Hommel (design, code, sound), Michael E Bazzell (visuals) & Others
Price: £25.99
Release: Out Now

Well I never. *Cyberblast* – from the company which brought us the impressive blaster *Battle Squadron* – turns out to be a version of that old Atari arcade fave, *Gauntlet*, but with a science fiction theme. It's not an *Alien Breed* Mike Yarwood impression of one, you understand, but a full blown Bobby Davro.



More space-age than the average *Gauntlet*. That's *Cyberblast*.

Unlike the *Gauntlet* arcade original (and the Amiga conversion of its sequel for that matter) *Cyberblast* supports a maximum of only two players simultaneously. These brave souls (or a single hero) run around a series of every-way scrolling mazes, avoiding and shooting adversaries and collecting treasures for bonus points. But *Cyberblast* has you collecting crystals before you can leave, whereas in *Gauntlet* you can simply head for the exit to move on to the next level.

The *Cyberblast* aliens emerge from incubators which are best blasted (*Gauntlet* has generators) and the beasts behave pretty much like the adversaries in *Gauntlet*.

Instead of collecting spells along the way, it's like-minded equipment including zappers (to destroy any adversaries shown on screen), bombs and grenades (which are both similar to the zappers only they also remove some areas of the walls), powershots (10 more powerful shots), stunners (which temporarily freeze the enemy) and magnets (which temporarily repel the enemy). Dynamite behaves much like the bombs, only it's shot instead of picked up.

Teleporters take you from one area of the map to another, and ID Cards not keys remove force fields as opposed to barriers. There are even special items for the taking (or avoiding), too. You can find yourself stunned or weakened or, better still, in possession of bonus points or more time to complete the level.

Cyberblast, er, isn't a disaster. It plays well enough but it's not far enough removed from the original *Gauntlet* idea to be worthwhile. I'm all for new angles on tried and tested concepts, but *Cyberblast*'s authors should have made a lot more of the science fiction aspect. They could have at least given us some decent new fun weapons.

● ***GARY PENN***

THE BOTTOM LINE
An uninspired, overpriced and 'spacey' *Gauntlet* clone. The US Gold conversion of *Gauntlet II* with its four-player option is more fun and a third of the price on the Kixx label.
61 PERCENT

PROPHECY

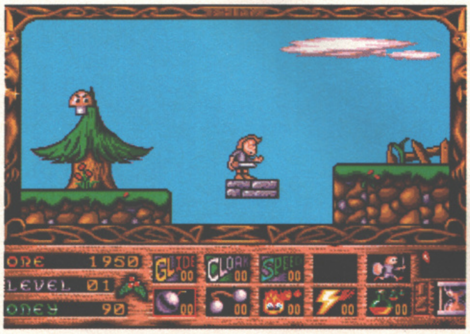
Publisher: Mirage
Author: Imagitec
Price: £25.99
Release: Out now

Things About *Prophecy* Which Aren't Exactly The Same As Super Wonder Boy, The Two Year Old Activision Game:
(1) The name.
(2) The speed (*Super Wonder Boy* was faster).
(3) The graphics (*Super Wonder Boy* was cuter).
(4) The sound (*Super Wonder Boy* had more than three different effects).

Things About *Prophecy* Which ARE Exactly The Same As *Super Wonder Boy*, The Two Year Old Activision Game:
(1) The gameplay.
(2) The control.
(3) Everything else.
(4) The gameplay again.

I wouldn't say that this was the most total and absolute rip-off of another game I've seen since *Oops Up*'s 'tribute' to *Pang*, but the only reason I wouldn't say it is that I'd probably get sued and I can't afford the legal costs. Then again, this is AMIGA POWER, so I can't actually lie to you either. What a dilemma. *(Great cars, them Dilemmas – Ed.)* On reflection, I think the best thing would be if I was to say that this is very very like *Super Wonder Boy* indeed in pretty much every way imaginable, but not nearly as good, and that you'd be much better advised to search out a nice cheap bargain-bin copy of that game instead of spending £26 on this. Yep, they couldn't touch me for that.

● ***STUART CAMPBELL***



It's a man with a funny haircut and a sword. And he doesn't seem to have any trousers. Or an original game to be in.

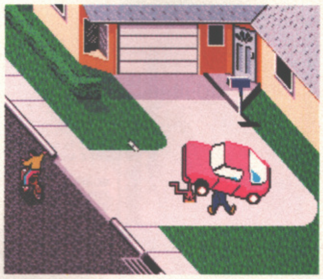
THE BOTTOM LINE
Appallingly blatant rip-off of a two-year-old game, except not nearly as good. Even *Kid Gloves 2* was better than this (and more original). Oh yeah, and music OR sound effects?
29 PERCENT

PAPER BOY 2

Publisher: Mindscape
Authors: In house
Price: £25.99
Release: Out now

I used to have a paper round, although that piece of information has about as much relevance to this review as does the fact that the volume of the world is equal to 7 x 10 to the power of 21 sugar cubes. (Interesting, eh?) More relevant are the changes made over the original game – a conversion that itself seemed shallow, uneventful and (unless you were prepared to strategically sellotape important parts of your BMX to your Amiga) nowhere near as novel as the arcade game where you used actual handlebars to control the action.

"He's back – with an all-new route" swanks the box. Wahey, eh? This all-new route ends up as basically the same old one, but with some new kinds of houses which appear on both sides of the road (but not at once), a few more obstacles (such as gargoyles, monsters in the drains) *(very much like our street – Ed)*, a couple of new methods of scoring breakage bonuses (try watering the sun bather, trapping motorists under their cars or killing dogs), a bonus (survive as long as possible) level, jumps, a limit on speed and the choice of playing as a paper boy or papergirl (big deal).



If you want to be a paper boy, why not get a paper round and earn some money at it?

Absolutely every aspect of the programming, from the graphics to the quantity of disk accessing, is terminally flawed, however (and from Mindscape of all people), resulting in the biggest pile of an unprintable qualifier followed by an unprintable adjective ever.

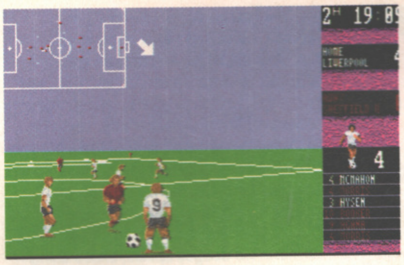
Don't even touch it with that really long stick which you tied onto the end of an unusually long bargepole especially for the occasion.

● ***RICH PELLEY***

THE BOTTOM LINE
A crap version of a crap game. Stay as far away from it as possible. Move house if necessary.
28 PERCENT

FOOTBALL CHAMP

Publisher: Simulmondo
Price: £25.99
Authors: Gaetano Dalboni (senior designer), Mario Bruscella (code), Ricky Cangini (visuals)
Release: Out Now



The term 'Let's kick it' has double the meaning in *Football Champ*, but there's only half the fun.

Hey, footy fans, do you remember *I Play: 3D Soccer*? It scored 58 per cent in AP2 in case you'd forgotten. Well *Football Champ* is basically *I Play: 3D Soccer* with a few strategy-tactics bells on for the sake of realism.

To make *Football Champ*'s teams behave more like their real-life counterparts, the program includes data pertaining to the performance of Italian and English First Division soccer players plus playability tweaks and the facility to create hundreds of formations.

Now that's all very well, but *Football Champ* unfortunately retains the same viewpoint as its predecessor. Oh, it's all very nice and effective at generating a feeling of being there (you can view the action from almost any angle) and the controls are friendly enough, but *Football Champ* is virtually unplayable – and not much fun even if you do get the hang of it. The pitch and the players generally move in a realistic manner, but there's an insufficient depth of field and no simulation of peripheral vision which means the realism is as limited as the playability. I'm all for innovation, but not at the expense of playability.

Most of the time playing *Football Champ* is spent chasing the ball. The rest of the team do their own thing – they don't follow your lead as in almost all other footy simulations. That's realistic, I grant you, but (insert standard AMIGA POWER "If you want realism, what's wrong with reality?" line here) it doesn't make for Premier Division playability.

"Yeah? Well I'm goin' to the front!" Throb. Scratch. "Let's Go!" Thump. Thump-thump-thump. "Aye-yeah!". That's the music. Not what I expected. (There are even disco lights when you get the copy protection wrong.) I also don't expect to see sloppy 'LOADING' and 'DECRUNCHING' messages either.

If you want to play a realistic simulation of soccer, then *Football Champ* is all yours. I'd sooner play an unrealistic simulation which allowed me to fulfil a dream of being a hot pro, so to speak. Like *Sensible Soccer*.

● ***GARY PENN***

THE BOTTOM LINE

Football Champ looks real impressive but is more entertaining to watch than play. It's the sad truth.

53 PERCENT

EUROPEAN CHAMPIONS

Possibly the most interesting bit of *European Champions*. Zzzzzzz...

Publisher: Idea
Authors: Luca Podesta, Ignazio Corrao, Gabriele Petinou
Price: £25.99
Release: Out now

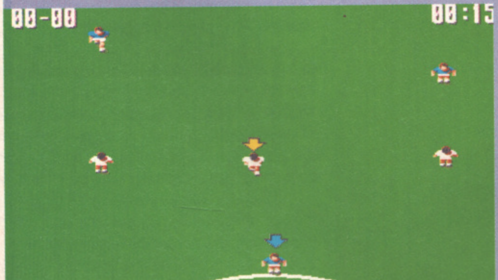
Now we're not exactly proud of it, but this is our lowest mark ever.

Sigh... Okay, just one more football game. This one is interestingly based on the recent *European Championships* (surprise!), but goes one step better and includes the correct qualifying groups as well as the final stages. The graphics are quite pretty (especially the cute little animations when the ref – seemingly at random – gives a foul and the players wave their arms in protest in close-up), and scroll smoothly at good speed. End of good points.

I never, ever thought I'd see a computer game that put up worse opposition than *Cover Girl Poker*, but I was wrong. In my first game of *European Champions*, having built up a 12-0 lead in the first half against Switzerland by the fiendish tactic of running straight up the middle of the pitch, hitting the ball from about 20 yards out so that it bounced off the goalkeeper and knocking in the rebound, I decided to give the Amiga a chance of a comeback. The whole of the second half was spent with the joystick lying on the desk with the autofire switched on (so the game didn't stop for goal kicks etc) and me on the other side of the room watching an Eric Schwartz Wile E Coyote demo. Final score? 12-0.

I tried again, watching this time, and was deeply entertained to watch the computer team repeatedly get the ball, run up the middle of the pitch, kick it from about 20 yards so that it bounced off my keeper (going well so far, eh?), then kick the rebound against the bar and kick the rebound from that over the top from about 12 feet away. Every single time. Actually I'm lying, they scored once by punting one from just inside the halfway line which trundled past my goalie and into the net, but they didn't seem to learn the lesson.

The players make a desperate bid to break out of *European Champions*, but to no avail. They're stuck in a totally useless game, and they'll jolly well have to stay there.



Visually *European Champions* doesn't look half bad. It's only when it actually tries to resemble football that things go wrong.

The game claims to have an Arcade Phase and a Strategy Phase, but what the Strategy Phase actually amounts to is picking your team (by way of a pointlessly confusing selection system symptomatic of the game's all-round presentation, which is quite awesomely abysmal) from a squad of identically-talented players (although it irritatingly reverts to the default selection before the start of every match) and choosing the formation and, er, that's it. Oh, and if you weren't confused already, you soon will be. The game is quite happy to let two teams play in near-identical strips, so you have to rely on the big coloured arrows above the players' heads to identify your men. How inconvenient, then, that the arrow colours swap over at half-time so that the colour which represented your side in the first half indicates the opposition in the second. Mind you, if you're inadvertently trying to control the other team during the second half, at least there's a very slightly better chance of a tighter scoreline at the end...

It isn't as tacky as *Cover Girl Poker* or *Geisha*, it isn't as unplayable as *Space Ace II* (although the occasional occurrence of a bug which makes the ball teleport randomly across the pitch doesn't help much), it isn't (quite) as tedious as *A320 Airbus*, but this is still the most utterly abominable full-price game I've seen on the Amiga so far. If you like playing darts by yourself it might entertain you for 10 minutes, but anyone who buys this will be the victim of the most criminal theft of anybody's money since Robert Maxwell went to sleep with the fishies.

● ***STUART CAMPBELL***

THE BOTTOM LINE

Really, astonishingly, amazingly, mind-bogglingly dreadful football game, at the same price as *Sensible Soccer*. Worse computer opposition than *Cover Girl Poker*!

4 PERCENT

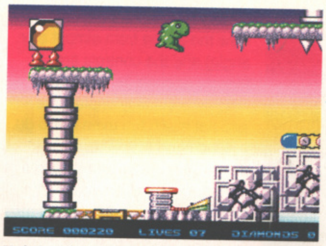
HOI

Publisher: Hollyware
Author: Reiner Van Vliet (design & code), Metin Seven (design & visuals), Ramon Braumuller (music & sound)
Price: £25.99
Release: Out Now

No, I don't know what it means either. But I do know that I worry when I'm given nine lives to play with. And look, that's how many *Hoi* offers.

I'm worried. More lives means more trouble. It means the author is compensating for his poor, unnecessarily frustrating design. There's plenty of that in *Hoi*.

Hoi is in fact the name of a dinosaur who's on a quest through the five levels of Madlands to find his true love. Fine. The first level's a 'country' scene and the second's full of machines. In the third level *Hoi* wears a jetpack and shoots a gun, while on level four there's an underwater section and a funny jumping buggy to drive. The fifth and final level carries a warning that its wacky stroboscopic effects could trigger epileptic seizures.



Hoi the dinosaur tackles platforms and monsters in his search for treasure and love. And Crikey! Hoi's "advanced design" allows up to 256 colours to be displayed on screen at one time. It's a pity no-one told the artist...

Hoi can walk, jump and climb ladders – a limited range of potentially flexible skills which in this case are sluggish to enact on screen and not used to the full. Using his talents, *Hoi* avoids monsters, some of them flying, some of them exploding, and some of them homing in on the dotty dino – nothing new or spectacular there. *Hoi* collects bonus points, time bombs and air tanks, and throws switches to open and close barriers. He dodges spikes, slides along some blocks and uses moving platforms and teleporters. Oh, and there are a few hidden bonus sections to play, too.

Hoi can't touch anything animate, which is fair enough, but he also can't fall any great distance without dying, and that sticks in my craw. The collision detection between *Hoi* and the big, bold, colourful and boring scenery and characters is poor. And while I'm moaning, I should mention the poor disk management which only serves to highlight the insufficient visual, aural and playable rewards for the time you are left waiting.

Hoi is the sort of frustratingly playable junk I'd expect to see as part of the Shareware scene or at worst at a budget price. But I like it. This simple stuff appeals to my mentally-challenged nature, more so because it has 'SPANKY' as a high-score entry, and that's funny, see.

● ***GARY PENN***

THE BOTTOM LINE

Old-fashioned platform entertainment which is strictly for the melancholy with money to burn. Oh, it's a laugh, but I'm not paying you that much for a Good Time, vicar.

60 PERCENT

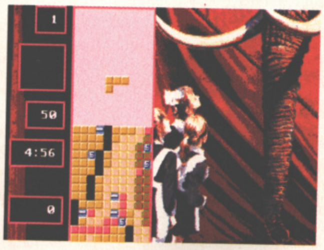
SUPER TETRIS

Publisher: MicroProse
Authors: Paul Houbart and a cast of thousands
Price: £29.99
Release: Out now

They wouldn't let it lie, would they? After numerous completely tragic attempts at bringing *Tetris* to the Amiga, totally eclipsed by some great PD versions (notably *Super Twintris* from our issue five coverdisk), MicroProse try to redress the balance with this new, sexy, improved, lots-of-extra-bits game which adds all manner of weird powerups and bonuses to the original block-dropping-and-line-filling gameplay.

For any of you who don't know the basic idea of *Tetris*, what you have to do is – no, only joking.

The best things among the new stuff here are the bombs which appear when you complete a line, allowing you to destroy parts of the scenery, which brings in a more tactical element lacking in the original game. Otherwise it's pretty much window-dressing stuff, which leaves us wondering whether the basic execution of the game merits paying out £30 for something you can now get for free. Um...



Tetris with nice background pictures for only £29.99 – what a bargain, eh?

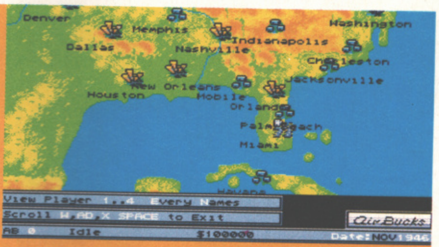
Well, first off, it's much better than the last professional job (the useless Infogrames one reviewed in issue two with 29%), with smooth-falling blocks and decent control (although still not as good as it could be – why no definable keyboard?), and some pleasantly clicky and bangy sound effects. You get three different kinds of two-player mode

AIR BUCKS

So you want to run an airline?

Publisher: Impressions
Price: £29.99
Authors: Edward Grabowski (code), Erik Casey, Jon Baker (graphics), Chris Denman (sound)
Release: Out now

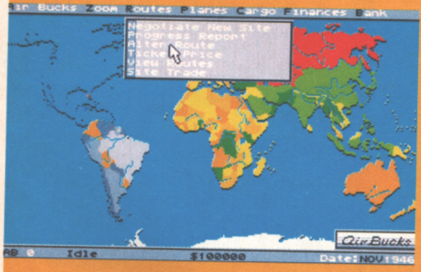
Then why not check out *Air Bucks*?



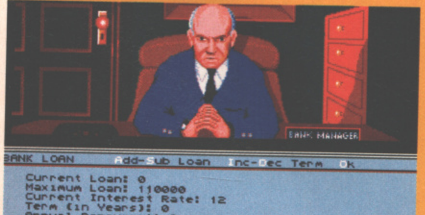
The close-up map is pretty unattractive, serves little purpose, and requires a disk swap to obtain. Ho hum.

I've seen the lot in my time. I've seen flight simulations of everything from a Harrier to a 747 to a MiG29. I've even tried my hand at air traffic-controlling. But one thing I've never done is to step into the air-wear shoes of Freddie Laker or Richard Branson and actually run my own airline.

Air Bucks offers all that and more, with the player competing against three friends (or computer friends if real ones are in short supply) for supremacy of the sky in the commercial world (much messier than in wartime). Okay, so the premise of the game is promising enough (in an overtly strategical kind of way), but Impressions come close to blowing it right from the start with one of the nastiest menu systems I've used in quite some time. Menus pop up (eventually) but there they stay until the mouse button is pressed again. This, combined with the fact that there are sub-screens inside sub-menus (some of which are identical to the main screen except for the menu line – confusing, huh?) and that unless the player isn't currently residing in any of these menus (sub-menus, sub-sub-menus, etc) then time does not pass in the game world. Ahhhh!



The world map prior to world domination. Not too many flights around at the moment.



```
Current Loan: 0
Maximum Loan: 110000
Current Interest Rate: 12
Term (in Years): 0
Annual Repayment: 0
Bank Balance: 100000
New Loan:  0
```

Spending sprees can result in cash flow problems. This man just may be able to help you out.

But wait, perseverance is the key. Wade through the ineffectual presentation (come on guys – I know it's a strategy map-based game but the animation and the music suck, and the disk swapping is pretty inappropriate too) and there's actually a game in there. After a while, I was quite surprised to find myself warming to shares, passenger seating arrangements, and site acquisitions.

Make no mistake, *Air Bucks* isn't going to appeal to all gamesplayers, but it stands a chance of appealing to more than the usual propeller-head crowd, largely because of the Monopoly-in-the-air nature of the game, and because of the the multi-player option. Hell, even against the computer it's pretty entertaining. For a while at least... Because one major snag is that once a global airline empire has been established, it's often just a matter off letting the pilots do their thing.

Sure, even *Sim City* had its quiet moments, but even that was better to look at than this. Which is a shame, because *Air Bucks* isn't half bad. If only its presentation cried out, 'I'm *Air Bucks* – fly me!' instead of 'Unsafe aircraft!'.

● ***MARK RAMSHAW***

THE BOTTOM LINE

Dodgily programmed, but with honourable intentions, *Air Bucks* infuriates me. It's a neat little game, but a fight to persevere with the menu system is the main challenge.

70 PERCENT

(competitive, co-operative and head-to-head) which are all pretty entertaining, and the new level-based structure (you complete levels rather than just playing forever until you lose) is more rewarding, but somehow it just isn't compulsive. Maybe the new features have overloaded the classic simplicity, maybe after three years and a hundred versions I'm just bored with it, but for all the bells and whistles I couldn't be bothered with *Super Tetris* after the first 20 minutes. This is, in all honesty, quite nice. You'd just have to be completely *Tetris*-loopy-nuts to spend £30 on it.

● ***STUART CAMPBELL***

THE BOTTOM LINE

Sorry, but it's still not really any better than *Super Twintris*, and it's 30 quid more expensive. Vastly improved over the other official Amiga versions, but it just doesn't grip like a *Tetris* game should. Could it be that *Tetris* has just finally had its day?

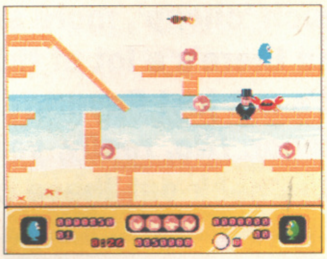
54 PERCENT

CRAZY SEASONS

Publisher: Idea
Price: £25.99
Authors: Sirio Zuelli (code), Desiderius Salvesen, Mattero Lusoli, Alberto Magnani (graphics), Daniele Bonvicini (music)
Release: Out now

Crazy Seasons is a cutesy, colourful platform puzzler set in the near future. In the near future scientists will not be human – they will be small, pot-bellied penguins. Luckily, there will still be seasons. (Phew!) Two of these bird-brained scientists have almost finished building a time machine when something goes horribly wrong. You see, the all-important 'time fluid' is contained in little boxes which must be placed together using extreme delicacy and much skill. When these boxes move out of their rightful positions the universe is in danger, because with the time fluid all over the place the whole solar system could easily find itself being sucked viciously into a black hole. Yikes! There's nothing else for it – donning a birdy costume and whistling merrily you fly off to put all those blocks in the right order and thus save the universe.

As a platform game this is pretty straightforward – simply push the blocks into the assorted crabs, birds and other feathery or furry cuties that make up the enemy. This'll kill them and you can then pick up the bonuses that they leave behind. Of course, there are some meanies who are nigh-on impossible to avoid, in this case it's a sharp-nosed bird with a Dracula fixation. He'll follow you around the screen and do his darnedest to send you crashing to the ground, and you're at a disadvantage 'cos penguins can't fly.



Crazy Seasons – it's crazy and it's got seasons in it. *(I quit – Ed.)*

So that's all peachy swell, *('Peachy swell'?! – Ed.)* now we come to the puzzley bit. At the bottom of each level there's a pattern of four blocks. These blocks are placed around the screen and you've got to put them in the right order in a nice neat row (it's a bit like *Pengo*, actually). Simple, huh? Well, either I'm incredibly stupid or else my intelligence is different from everybody else's. I suspect the latter. Some of the blocks just refused to go where they should, and I could not see anyway of fitting them in, no matter how long I stared at them. Yet still I wanted to go on, and still I failed. Maybe I AM incredibly stupid after all...

● ***LINDA BARKER***

THE BOTTOM LINE

The combination of platform and puzzle works well here. *Crazy Seasons* isn't amazingly original in any way, but it is pleasurably playable. (Actually, that's quite original in itself.)

73 PERCENT

TENNIS CUP 2

What about some tennis puns here? No? OK.

Publisher: Loriciel
Price: £25.99
Authors: Clement Lyeyemi (Development), Dominique Sablons (Design), Michel Winogradoff (Sound)
Release: Ou t now

Far be it from the French to take defeat in one of their beloved sports lying down. Their great tennis hero Henri Leconte may once again have missed out in the major tournaments, but that doesn't stop them hitting back with *Tennis Cup 2*.

TC 2 (as its best friends get to call it) throws you straight into the atmosphere of the professional tennis circuit. You're represented by an animated tennis player who arrives at the tennis club armed with kitbag and rackets . It's very modern, very up market – you can almost smell it. Graphically it's top-notch, and throughout gameplay, animation is just as good. Consequently my first impressions were good.

After your player has signed in at the reception desk, which also doubles up as the bar for refreshments, you have a number of choices. These options have been ingeniously drawn into the tennis club entrance hall – it's well laid-out and realistic. On the main screen above you is the announcement of your match. To go straight into the match just walk your player through the doors and onto the court.

Alternatively you can choose to watch a demo on the wall-mounted screen, or check out the opposite side of the tennis club foyer where you'll find the entrance doors to the training section. By walking your player through these doors you can choose to train with either a ball thrower or with a teacher.

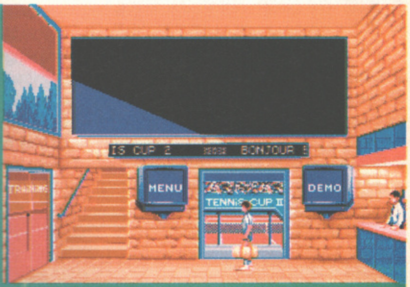
In terms of content then, it seems that the game couldn't offer much more, but what about its mechanics, the essentials that make or break a good sports simulation? Your first introduction to the control system if you're wise, is the practice option. *Tennis 2*'s control system is the same as *Pro Tennis Tour* – press the fire button to prepare a shot, then release it to hit the ball – but somehow, it's easier to get to grips with. The ball will be sent in a direction corresponding to that of the joystick. It sounds simple, but as any tennis player knows it's all in the timing... Certainly you'll have to spend a lot of time in training before the control system can be mastered for a match.

Once you've got the hang of play control, there's a chance to learn specific shots with an on screen animated teacher. The training system is comprehensive, but then it needs to be.

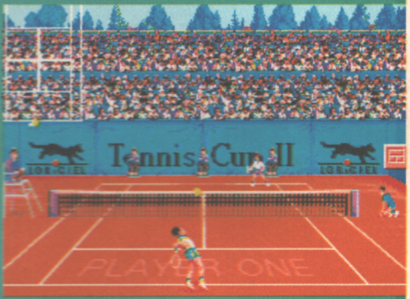
If you feel confident enough to go out and do battle on the court, the menu screen offers a wide variety of options for your game. Choose, for instance, the number of sets (one, three or five), the game speed (slow, medium, fast), and the court type (clay, quick, hard or grass). With a two player option you can play singles or doubles and go on to play international tournaments – eight are offered, plus four Davis Cups and the Masters.

So there's certainly a lot of scope, and once on court you'll find this a fairly realistic tennis simulation right down to line calls and authentic match sound effects. Where it does lose out is in the length of time it takes to redraw and load again between points. This is frustrating and silly, and really gets in the way of the smoothness and fluidity of the gameplay.

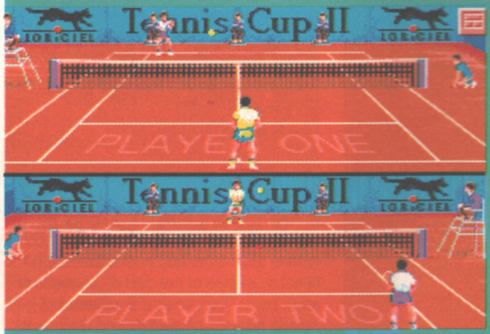
● ***MATTHEW SQUIRES***



Even the options continues the tennis theme, with our player wandering around on-screen.



A-lob-a-lob-lob – playing *Tennis Cup II* in the style of Bill & Ben, The Flowerpot Men.



Twice the fun with the split-screen two-player version. Both players get to see the match from a decent standpoint.

THE BOTTOM LINE

Good animation and graphics combine with an above average control system and plenty of useful options, making this one of the better tennis simulations. The control system does, however, take time to master and the loading between points is slow and frustrating

72 PERCENT

BUDGET

Not so much 'cheap', more sort of 'inexpensive', really. And there's a lot of this budget stuff about – it's not just Pavarotti's mattress that's under a tenor. *(No, really, you really are fired now – Ed.)* Check out these charming cheapies...

SLY SPY – SECRET AGENT

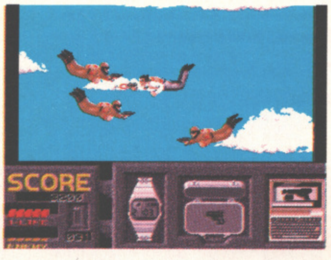
Publisher: The Hit Squad
Price: £7.99
Release: Out now

Odd stuff here – a coin-op conversion with a different name from the coin-op, appearing on a re-release label without ever having been actually released in the first place. Still, that's enough trivia. *Sly Spy* brings together nine (count 'em!) simple little arcade sub-games, mostly involving scrolling and shooting and precious little else, in an unfeasibly coherent whole. There's actually a half-decent semblance of atmosphere on display here, although the programmers seem to have done their best to wreck it (motorbikes gliding along the screen without their wheels ever moving, for example), and it turns what's a breathtakingly shallow and simplistic collection of bite-sized chunks of action into a game which is surprisingly good fun to play.

The drawback is that while you're having this Surprisingly Good Fun, you'll also be making some pretty speedy progress through the game's levels, to the extent that you shouldn't have any difficulty completing it the same day you buy it if you stick with it for a while.

Unfortunately, *Sly Spy* isn't really the kind of game you're ever going to want to come back to and play again repeatedly once you've finished it, so after that first day of Surprisingly Good Fun you're not very likely to get any more entertainment from it. Then again, if you want lasting value, you should be out there buying *Populous* or something.

● *STUART CAMPBELL*



Sly Spy sky dives. And, just like a real secret agent, he's got a digital watch.

THE BOTTOM LINE
Wafer-thin but superficially enjoyable little James Bond romp that's actually better than most 'proper' James Bond games. It's probably one for the youngsters, really.
57 PERCENT

ERIK

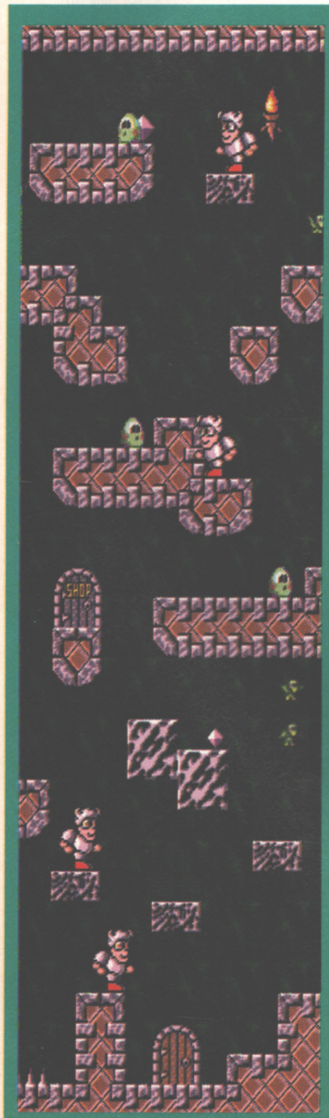
Publisher: Atlantis
Price: £7.99
Release: Out now

Can you imagine a cross between *Rainbow Islands* and *Rick Dangerous*? Would you want to? Would it be a good idea in the first place? Well, I don't know about the first two, but if the result would be a game like *Erik*, then the answer to the third question would have to be a 'Yes'.

It's a funny little platform game, this *Erik* (up all night thinking of that title, were we boys?). You get 28 levels (in four worlds) of fairly small vertically-scrolling caverns, the object in each of which is to collect the key to the locked door leading to the next stage. You get baddies to blast, treasure to collect, and money to pick up and spend on sexier weapons to blast the baddies with, as well as secret rooms and big end-of-level bosses and all the other trappings of these new-fangled modern arcade platformer things. There's nothing very remarkable on show, just a load of old features glued together in a charmingly cohesive way to turn up something a bit different, but it's all so deeply enjoyable to play that that's more than enough.

Recognisable enough to be familiar, original enough to be interesting, this has to be a bit of a hit.

● *STUART CAMPBELL*



Cute Vikings? Atlantis have made the terror of the North Sea look lovely.

THE BOTTOM LINE
Simplistic but addictive original platformer, with quite a few neat touches. Not too bad at all.
81 PERCENT

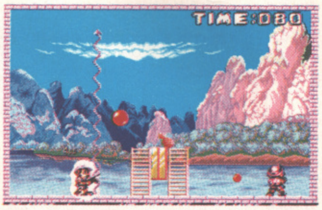
PANG

Publisher: The Hit Squad
Price: £7.99
Release: Out now

The No.29 game in our All-Time Top 100 finally touches down on Planet Cheap, and what a re-entry it's going to make, I reckon. One of our very favourite arcade games of all-time, and one of the very finest examples of the coin-op converter's art to boot, *Pang* takes a couple of old arcade classics (*Asteroids* and *Galaxians*), welds them together with a hint of 90s aesthetics on top (bouncy music, gorgeous backdrops) and comes up with a hugely playable and massively addictive game with a feel all its own, as huge and strangely convincing balloons wobble and bounce across the screen to be harpooned by two little guys in safari suits...

It's all completely fab, then, but the very best bit is the two-player mode. Two players compete/co-operate at the same time, but if one gets killed, the screen immediately ends and both players have to start it again with all the enemy balloons restored to their original state, which causes some severe ructions when a more talented player is continually kiboshed by his uncoordinated pal. It all just adds to the fun in the end, though, so don't even consider hesitating – go buy this at once.

● *STUART CAMPBELL*

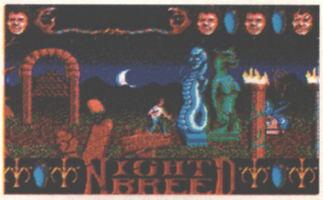


***Pang.* Like so many other things in this big old world, it's even more fun with two.**

THE BOTTOM LINE
An absolutely genuine, bona fide, real McCoy-type classic game at a bargain price. Don't be without it.
91 PERCENT

NIGHTBREED

Publisher: Hit Squad
Price: £7.99
Release: Out now



They breed at night – they're *Nightbreed*!

The weird thing about this game is that you're attacked in it by the very creatures you're trying to save. They're the *Nightbreed*, a race of horrible-looking monsters, and they reward your efforts on their behalf by hitting you, jumping on you, dropping things on you, flying at you and spitting at you. To be fair, they're being persecuted by an evil organisation called The Sons of the Free, but even so, eh?

Other than that, this is a game that's remarkable only in its similarity to every other walking-around-killing-things game there's ever been. Baddies come at you thick and fast – a bit too thick and fast at times, when all you really want to do is have quick explore – and there's plenty of variety in the screens you're given to wander around. But I'd be fibbing if I said it was slick – it actually looks pretty messy, and the animation is well below par.

This is a game you could probably get into if you happened to find yourself with the odd rainy Tuesday afternoon, but it probably wouldn't have much of a role outside that particular afternoon. I really wouldn't bother, to tell the truth.

● *JONATHAN DAVIES*

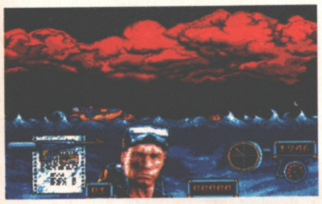
THE BOTTOM LINE

Respectable enough, but nothing actually to recommend it. Apart, possibly, from the exciting thunder and lightning effects.

58 PERCENT

NAVY MOVES

Publisher: The Hit Squad
Price: £7.99
Release: Out now



This mean-looking geezer tries to put you off while you're playing the game.

Old 8-bit owners won't need any reminding about this one. *Navy Moves* was programmed by Spanish developers Dinamic, who were famous for pretty, multi-part arcade games with near-impossible difficulty settings. In fact, *Navy Moves* was one of them, and nothing's changed in this Amiga incarnation. The first section of the game is an incredibly tricky *Moon Patrol*-type auto-scrolling sea-minefield kind of scenario, and it's so pointlessly and unbelievably frustrating that only the most determined 'I've paid eight quid for this so I'm bloody well going to get some entertainment out of it' merchants among you will ever see the second bit. Of course, you can always skip straight to the second half of the game by using the cheat code conveniently supplied in the sealed envelope inside the box, but since doing that only gets you to a rather shabby and unexciting platform/puzzle game section, there doesn't really seem an awful lot of point.

Fair enough, you'll get plenty of life from this one, but since you'll spend most of the time cursing, swearing and generally not being very happy with life, it's debatable whether that's a good thing or not. Personally, I get quite enough tension, frustration, annoyance and aggravation from my life as it is without adding any more to it when I play games, thanks very much.

● *STUART CAMPBELL*

THE BOTTOM LINE

Phenomenally irritating to start off with, and the rewards for perseverance aren't worth the effort. There are far too many good cheapies around this month to throw away cash on this.

35 PERCENT

INTERNATIONAL 3D TENNIS

Publisher: GBH
Price: £7.99
Release: Out now

What do you get if you cross a flight simulator with two tennis rackets and a ball? Depending on who you talk to, either a gimmicky, ungainly mess or one of the more innovative tennis games around. I'd probably put myself in the latter camp, with one or two reservations.

The use of polygon rather than sprite-based graphics means fluid animation and the possibility of seeing the action from a range of different viewpoints. It works a treat, despite looking a bit like one of those strange cartoons on Channel 4. Those reservations I mentioned? It seems stupid that with all those preset camera angles there isn't one that guarantees you're playing with your back to the camera – it's pretty tricky the other way round. (There is a way of manually adjusting the viewpoint, but you have to redo it every time the players change ends. Tsk.) The other snag is that the whole game runs at just ever so slightly below a comfortable speed.

It plays a mean game of tennis, though. At first, even hitting the ball at all seems an impossible task, but stick with it and you'll be coming up with top-spin half volleys with your eyes closed. The sound effects are fab too. Definitely worth considering.

● *JONATHAN DAVIES*

THE BOTTOM LINE

A bit slow, and it could be accused of being more of a technical showpiece than a proper game. But it really is damned clever.

74 PERCENT

NARCO POLICE

Publisher: GBH
Price: £7.99
Release: Out now

Here's a game that's hard in all senses of the word. The policemen under your control look really hard as they run

→

POPEYE 2

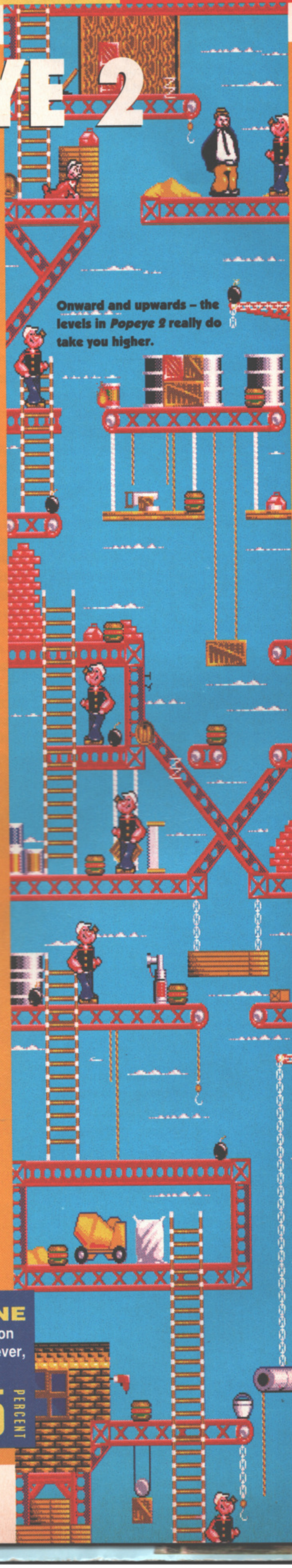
Publisher:
Alternative
Price: £7.99
Release: Out now

First off, don't panic if you don't remember *Popeye 1* – there wasn't one. Secondly, it doesn't matter anyway – if you remember *Donkey Kong*, you'll know everything you need to know about *Popeye 2*. Set in four levels of vertically-scrolling platforms, you guide our incoherent hero shinning up ladders and drainpipes, along rickety tree branches and across perilously large gaps in a quest to free Olive Oyl from 'Brutus' (wasn't he called Bluto in the cartoons? Shome mishtake shurely?), while things fall on you out of the sky and barrels roll ever-earthwards, sending the bold sailor man flying at the slightest contact.

Okay, so *Popeye 2* isn't going to win any awards for services to intellectual advancement. In fact, to be honest, it isn't going to win any awards full stop, unless someone invents one for 'Cutest Platform Game Featuring A Deformed Pipe-Smoking Spinach Eater'. Still, this is a sweet little game, with something of the natural addictive qualities of *Rainbow Islands* or *Nebulus*. It looks bright and cartoony, and the characters move better than sprites their size usually do, giving things a smooth, pleasant feel. The four levels (which, incidentally, all do have a different atmosphere to them, unlike many games which feel like the same thing with different graphics) are all pretty big, and while the game seems easy, it's deceptively quick to swipe all your lives and dump you back at the start. Being so simple, of course, you can't quite believe it, so you have another go...

Truth to tell, it does get repetitive fairly quickly, but for a quick burst of undemanding platform fun now and again, or something for the kids, this is a very fair deal at eight quid.

● *STUART CAMPBELL*



Onward and upwards – the levels in *Popeye 2* really do take you higher.

THE BOTTOM LINE

Jolly and characterful '90s version of *Donkey Kong*. Not big, not clever, but quite hard, you'll have some good fun with this before the repetitiveness gets to you.

75 PERCENT

along the drug baron's underground tunnels spraying bullets around on all sides. The gameplay is hard almost to the point of being impossible, so this isn't one to buy if you're likely to be annoyed by being instantly wiped out on your first 5,000 goes. And it's physically rather hard too, as I found to my cost when I stamped on it in frustration after being instantly wiped out on my 5,001st go, as well as all the preceding ones.

It's a pity it's not a better game because the graphics really do look very good.

Part of the problem, I think, is the ponderous way the game responds to your commands. It's one thing being piled on by a huge band of heavily-armed drug dealers, but quite another when it's impossible to do anything about it because it's going to take your bloke two or three seconds to traverse the short distance from one side of the tunnel to the other.

Bit of a shame, that, because the game features an attractive tunnel-scrolling-towards-you-in-3D effect, and an unusual strategy side where you've got to keep switching between different teams of cops in order to converge on the enemy HQ in a sort of pincer movement. Such is life, I guess.

● *JONATHAN DAVIES*

THE BOTTOM LINE

Lots of original ideas and some nice graphics, but it's just too hard. I seem to remember every other Dinamic game has the same problem.

46 PERCENT

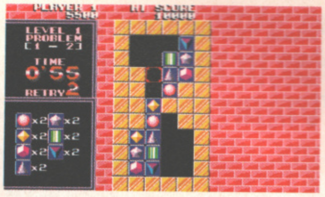
PUZZNIC

Publisher: Hit Squad
Price: £7.99
Release: Out now

"Hurrah," I cried, having almost written off this month as another pin in the Jonathan Davies voodoo doll I'm sure the rest of the team keep tucked away in a drawer somewhere. "A good game! And it's all mine!"

As with all decent puzzle games, the principle behind *Puzznic* is easily explained. The screen is filled with little blocks which have to be cleared away by putting matching ones next to each other. You can only move blocks left and right – the rest is left to gravity. And that's it.

Again, as with all decent puzzle games, *Puzznic* is monstrously addictive. The puzzles are ingeniously designed and are real tests of intelligence – there's no luck involved at all, as there is with, say, *Tetris*. That inevitably meant I was hopeless at it.



Tile matching addiction in *Puzznic*.

The only real problem is that to reach the suicidally difficult later levels you've got to trek through the derisively easy early ones each time. A password system might have been nice. Oh, and the graphics and general presentation aren't much cop – it's all rather dull looking.

So this is something that really ought to be added to your shopping list. It doesn't have *Tetris*'s unputdownability – indeed, I put it down quite hard a couple of times – but it's a game that'll last you for months and months.

● *JONATHAN DAVIES*

THE BOTTOM LINE

One of the world's all-time great puzzle games at a low, low price. Ignore it and you deserve to have a coloured block dropped on your head. (Mind you, I don't know where they got the alleged quote from AMIGA POWER which adorns the front of the box.)

85 PERCENT

SOOTY AND SWEEP

Publisher: Alternative
Price: £7.99
Release: Out now

Sooty and Sweep, eh? Not exactly the hottest licence of the year, but certainly one with a bit of potential. Let's think. How about some sort of 'magic' game, where Sooty's got to use his wand to make different spells to do something or other? Or a *Head Over Heels* type thing, where Sooty and Sweep each have different abilities and need to co-operate to save Soo from some deadly peril. Okay, they're rubbish ideas, but I'm sure anyone with a few hours and a couple of brain cells to rub together could think of some vaguely orginal way of turning Sooty and Sweep into a fun, happy-go-lucky and sweet computer game.

SOOTY & SWEEP
TIME LEFT
SCORE
SCORE

Sooty And Sweep? Pah! We all preferred Chorlton And The Wheelies anyway.

So what have Alternative managed

FALCON & MISSION DISKS

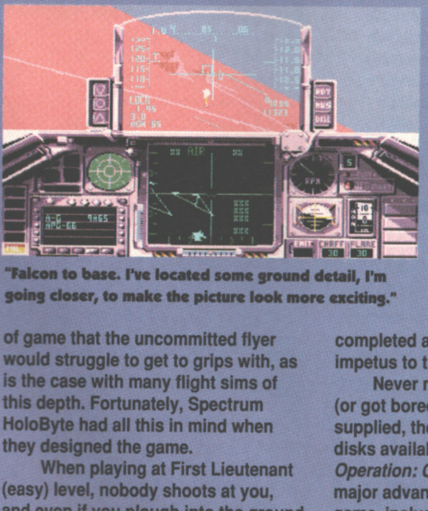
Publisher: Action 16
Price: £14.99
Release: Out now

Games reviewers, by and large, hate flight sims. Loathe them. Dislike them with the sort of sneery disgust normally reserved for war games and people who buy Genesis records. Why? Mainly because you can't just pick up and play the things, you have to (ulp!) read the manual.

Most people like to have a few goes on a game before bothering to check the old printed matter. Sadly, in most flight sims you can't even take off without referring to the manual. The manual that comes with *Falcon* is so hefty (160 pages) that you wouldn't want to drop it on your hamster. Or read more than a small percentage of it at a time, for that matter.

Then there's the number of controls you need to use. In the Falcon cockpit there're 50ish different buttons you can press, so virtually every key on the keyboard will be needed at some point. It's best to forget about using a joystick (what's the point when you'd need the keyboard for the other 45 functions anyway?).

All of this could add up to the sort of game that the uncommitted flyer would struggle to get to grips with, as is the case with many flight sims of this depth. Fortunately, Spectrum HoloByte had all this in mind when they designed the game.



"Falcon to base. I've located some ground detail, I'm going closer, to make the picture look more exciting."

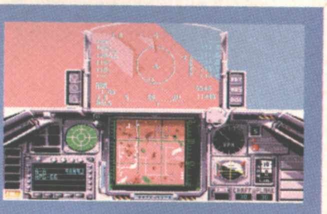
When playing at First Lieutenant (easy) level, nobody shoots at you, and even if you plough into the ground or hurtle into a building at full speed, you don't crash – you simply land on the ground and can then take off again no probs. Tsch, easy.

The main problem with *Falcon* is that there's not much going on. There're not enough handling problems on the lower skill levels to give it any real essence de flight sim. And as a shoot-'em-up it's sadly lacking in things to shoot up, with only two enemy planes per mission in most cases.

Having said that, the size of the manual is testament to how deep (and complicated and difficult) the game gets on the higher skill levels. Most people will need to run through everything on the easiest level first though, and once you've completed a mission, there's a lot less impetus to try that mission again.

Never mind. Once you've beaten (or got bored of) the 12 missions supplied, there are a couple of mission disks available at £9.99 each. The first, *Operation: Counterstrike*, includes major advancements on the original game, including four different moving enemy ground vehicles (tanks and the like). This helps spice things up no end, especially since all the missions involve destroying ground targets. In direct contravention of the AMIGA POWER tradition of marking mission disks, it gets 82 on the percentometer.

The other mission disk, *Operation: Firefight*, is an altogether sadder state of affairs. There're lots of new types of missile and some nice Hind helicopters flying around. The missions are a load of hamster feed though, the objective of over half of them being something along the brilliant lines of 'Destroy one MiG-27'. While *Counterstrike* seemed a genuine progression from the original, this one just shouts out (in an American accent), "dull and half-hearted attempt to cash in, get your dull and half-hearted attempt to cash in here". Ugh, 53 percent.



Mmm, these flight simulation screens all start to look the same after a while.

● *ADAM PETERS*

THE BOTTOM LINE

Well, the main *Falcon* game's five years old and yet looks as polished as many 1992 flight sims. Plenty of functions and a nice easy first skill level, but a bit more in the way of action wouldn't have gone amiss.

74 PERCENT

to come up with? (Wait for it.)
A walk-around-collecting-things game.
(FX: Blood-curdling scream, followed by sound of disk being repeatedly savaged with a pair of scissors and finally a toilet flushing.)
If I see just... excuse me a minute.
(FX: Toilet flushing again.)
Right, it's gone now. As I was saying, if I see just one more of these... these... things, I'm moving to Finland. Sorry, but I am.

● ***JONATHAN DAVIES***

THE BOTTOM LINE

Nice graphics, but otherwise a stupendously tedious waste of a licence. Even our trusty Younger Player would more than likely rush out and overturn a police car.

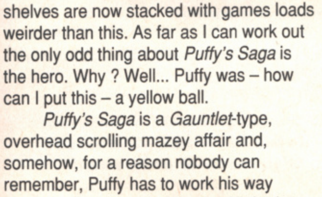
11 PERCENT

PUFFY'S SAGA

Game: The Hit Squad
Price: £7.99
Release: Out now

This was originally a Ubi Soft game. It was therefore French, and it was therefore automatically thought a trifle odd. But hey! The times they are a-changing and the shelves are now stacked with games loads weirder than this. As far as I can work out the only odd thing about *Puffy's Saga* is the hero. Why ? Well... Puffy was – how can I put this – a yellow ball.

Puffy's Saga is a *Gauntlet*-type, overhead scrolling mazey affair and, somehow, for a reason nobody can remember, Puffy has to work his way through a castle to find loads of little dots. Along the way he has to avoid tons of strange enemies and eat his way through hundreds of lamb drumsticks. Bump into the ghosts, acid puddles, eyes, Grrs (it's the name of a baddy – I think they meant 'girls', to be honest) et al and Puffy will put on his dejected expression. Eat loads of lamb and he'll look happier – his energy rates will respond accordingly. There's tons to do here, and if you enjoy mapping your games as you play then a few hours of immense pleasure could be yours. But you'll also have to put up with the slowness and the jerkiness of your little yellow ball. This isn't enough to ruin the game but it does get very frustrating. Especially when you're trying desperately to keep to the path 'cos all around you are electric shocks and little flames just waiting to turn Puffy into pastry, and suddenly he gets a little frisky and jerks straight into the danger zone. Balls, eh?



A marriage of mediocre mediterranean madness and the groovy game *Gauntlet*.

● ***LINDA BARKER***

THE BOTTOM LINE

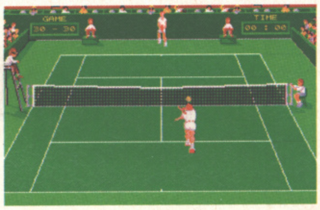
Somewhat dated looking mazey-collect-'em-shoot-'em up that's fun to play in parts. In other parts you move in fits and starts and get horribly annoyed.

55 PERCENT

PRO TENNIS TOUR

Publisher: The Hit Squad
Price: £7.99
Release: Out now

Take part in the most prestigious championships in the world! Rise from your lowly rank to take your place amongst the giants of the tennis world with this accurate and well-presented tennis sim! Sounds quite inviting, doesn't it? As is usually the case with sports sims, everything you get to do in real life can be done here. So you start off ranked 64th and by sheer perseverance, elbow grease and sulking at umpires, you work your way up. After days, nay years, of practice against the serving machine or your coach you make the perfect return. You can lob, you can smash, you can really cut a dash – you're ready for your first championship, the Australian Open.



It ain't easy, but *Pro Tennis Tour* is no lawn yawn. And at this price – hey!

Pro-Tennis Tour looks lovely (all those golden tans nicely set off by sparkling white shirts – mmm). The players swing their expensive-looking bats *('Bats'? 'Racquets', surely. You just can't get the staff these days – Ed)* so smoothly and with such panache that the ball just glides through the air. As it hits the ground it makes a realistic thump. Why, you can almost hear the strings vibrating as another luscious lob flies over the net. Therefore, it's with great regret that I have to tell you that the controls are agonisingly difficult to grasp.

Okay, ultimately you'll fathom all the whys and wherefores, but, in the meantime, you're left rushing from side to side of the court only to remember at the last moment that you shouldn't have pressed fire when you did. Contrary to expectations, pressing the fire button does not cause you to hit the ball. Oh no, it simply makes you swing your racquet behind your head. Flabbergasted, you release the fire button and your racquet comes smashing down in a great swing. It's a shame that the ball's already plopped to the ground, just by your feet. Argh!

● ***LINDA BARKER***

THE BOTTOM LINE

Practice makes perfect in this nice looking tennis sim. If only you got to hit the ball a bit more it'd be completely excellent. As it is, the fact that it takes a lifetime to master the controls brings the score down.

75 PERCENT

CASTLE MASTER

Publisher: The Hit Squad
Price: £7.99
Release: Out now

It's a popular conception that twins share the same experiences, so that if one is ill then the other starts to develop similar symptoms. Luckily, though, that isn't the case here. Your twin languishes in a tower in the Castle of Eternity, feeling a bit under the weather but you, fortunately, are full of beans and raring to race to the rescue. Succeed and you live happily ever after.

Castle Master's a bit like Othello, y'know – a minute to learn, a lifetime to master. (Or is that Connect Four?) Well, maybe not a lifetime, but a long while nevertheless. This medieval adventure was wonderfully received when it first appeared, mainly 'cos of the solid 3D graphics. Now, I think solid 3D graphics are too blocky to be realistic. While attempting to recreate dimensions, they only reduce reality to slabs of colour. But anyway.

Castle Master
WILDERNESS

Is this a dagger I see before me,? Or is it a dagger of the mind? *(No it's a very big castle, you clot – Ed.)*

There's so much to do – clues to decipher, rooms to map and explore, etc, etc that all adventurers will spend hours with it. Better things may have appeared since, but it's still good old *Castle Master*. It's just not amazing anymore.

● ***LINDA BARKER***

THE BOTTOM LINE

Action adventure with solid 3D graphics that's fun to play. *Castle Master* obviously isn't as full of wonder or importance as perhaps it once was, but great fun can still be had.

70 PERCENT

EMLYN HUGHES INTERNATIONAL SOCCER

Publisher: Touchdown
Price: £9.99
Release: Out now

"Eeeeeeeh..." No, this isn't going to work. *(No, please, we'd like to see you try – Ed.)* No, I'd better just tell you what it is and whether it's any good or not. That's what they pay me for, after all.

The first bit's easy enough. Just strike out the 'Emlyn Hughes' part of the title – he's got nothing to do with it apart from a rather flushed-looking and dodgy mugshot on the box – and what you're left with sums up the game pretty well. We look at the pitch from a side view (I must confess to being more of a 'from the top' man myself) *(so we've heard – Ed)* and the game reminded me of nothing more than *Match Day*, the definitive Spectrum footy game. The only real difference is that *Emlyn*'s players run everywhere, rather than walk sedately like they did on the dear old Spectrum. And of course there's the now almost obligatory token 'management' section which is probably best forgotten.

MATCH
SUPER LEAGU

A really good football game at a bargain price? Stop the press!

The game's got a very vintage feel to it, emphasized by the dispritingly crap front end. Whoever designed that ought to be forced to watch the same episode of Question Of Sport over and over again until they beg for forgiveness. Honestly, if people aren't even going to try, why don't they just not bother at all. Once you're past that, though, it seems to play okay, though. The players are rather oversized and unwieldy (that never stopped Gazza). And they get the job done with a certain degree of finesse (unlike Gazza). The computer puts up a pretty good fight, too (ie it beats me every time), and there are some fab crowd noises, so basically you're laughing. For footy on a budget, this is certainly one to consider.

● ***JONATHAN DAVIES***

THE BOTTOM LINE

The computerised equivalent of a quick kick about in the yard. Old fashioned but well worth the money. "Errrr, marvellous!" (Sorry.)

70 PERCENT

Delta, American Express etc. at no extra charge. Postage is £2 for the first item, add £1 for each additional item. Courier

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Pictures and sound samples can be saved to disk. Files are saved directly in IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.

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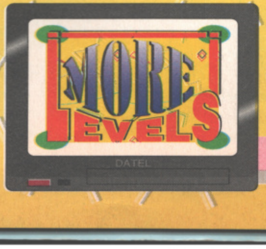

OP

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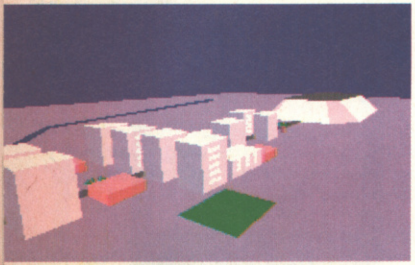
PD

Okay, you've paid your £30 for that glitzily-presented game but, you need a bit of variety in your life. So where do you turn when the cash-flow is a bit tight? The public domain, of course. Stingebucket Dave Golder sorts out this month's bunch of rewritten classics, strange puzzlers and other oddities.

BATTLE CARS 2

Fortiss PD

It's downright unfair that only spies can have cars armed with missiles. Just look at James Bond. With a licence to kill and a fully-armed Lotus, the M25 proves no problem. The rest of us just have to sit and fume.



Visually it's not utterly stunning. But *Battlecars 2* is quite good fun for a while.

The alternative is to vent your frustration with a game like *Battlecars 2*. It's a duel fought in armed, armoured cars where basically all you have to do is drive around an arena filled with large blocks, looking for your opponent with the intention of blasting them into scrap metal.

There are two modes, one and two-player, and they are very different. In the single-player game you play against the computer. The computer's car won't attack you but just drives in a fixed circuit. You have three minutes to track it down and give it a missile up the exhaust to think about. There are four different track layouts to choose from and the computer's driving skills vary, ranging from Sunday afternoon Lada driver to Formula 1 standard. It might sound easy, but it's not. You really need to work out the route the computer's car is taking and intercept it, as opposed to just chasing it around.

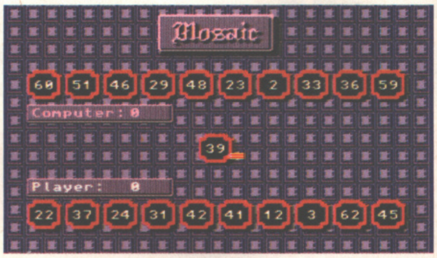
Unfortunately, you need to link two Amigas with a null modem cable for the two-player game. But you do get to ram your opponent and there's no time limit – it's a duel to the death. Pity the game couldn't have incorporated a split screen mode so that two people could play on the same Amiga, though.

In both modes the steering is very realistic, and you can perform some spectacular skids. The atmosphere is enhanced by some superb sound effects. Graphics are a bit blocky, but with a game as fast and smooth as this you can excuse that.

VERDICT: Fast-paced action, but the single-player option is a bit limited in terms of lasting interest and the two-player option is limited by needing two Amigas to play it.
★★★

MOSAIC

Roberta Smith DTP



It has something of the feel of a game of rummy except that you can see your opponent's hand.

For the cerebral among you who find all this shoot-'em-up action a bit vulgar, here's a more thought-provoking game.

You play against the computer, and at the start you each have a row of 12 numbered tiles – which can be from one to 65 – arranged in a random order. What you have to do is try to get a row with the numbers in ascending order of value from left to right, before the computer does. How? Well, I was getting to that.

Another numbered tile appears on-screen. If you want it you can swap it for one of yours by clicking on the tile you want to swap it with. If you don't you want it, click on the new tile, and the computer decides whether it wants it. If either of you swap a tile, the other one can choose to pick up the tile that has just been discarded. If neither of you want the available tile, a new one is brought on.

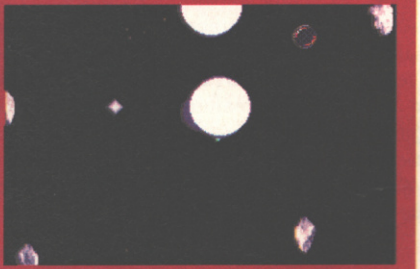
VERDICT: It's simple, sure, but some of the best games are – Othello and Draughts, for example. But, like these games, *Mosaic* is better played in the real world against real opponents. But, that aside, it is mildly diverting for a short time.
★★★

E-TYPE ASTEROIDS

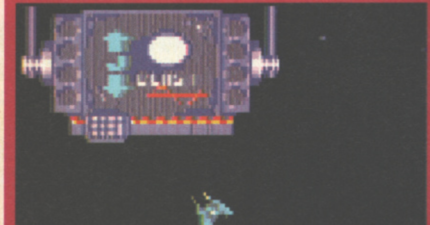
Fortiss PD

There must be more variations of *Asteroids* in the public domain than naff dance cover versions in the pop charts. *E-Type Asteroids* is more of a Utah Saints than a Sinitta, though, as it's a total overhaul, taking the basic theme of *Asteroids* and adding some interesting twists to create a very different game.

You still control a metal teepee, which you can rotate and blast around the screen, and there are still asteroids floating about, but there the similarities end. When you blast the asteroids they don't separate into loads of smaller rocks, they just vaporise. Then again, they don't stop coming either. The aim of each level in this game is not to clear the screen but to collect enough of the energy bubbles and stars that are floating about to make a status bar reach all the way across the screen. Then it's on to the next level, where the asteroids are joined by some rather large spaceships.



When asked, most people who know anything about it say that space is big, dark and mostly empty.



And if you behave yourself, giant inter-stellar TV screens allow you to choose your own power-ups.

There are also power-ups floating around. When you run into one of these a TV screen appears offering you a choice of more powerful weapons or an extra life.

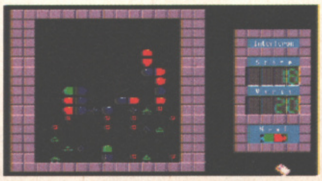
The game looks great. No wire-frame nonsense here, but full-blooded, substantial-looking asteroids that have obviously had their three Shredded Wheat. The controls and animation are very polished, though the sound effects are a bit sparse.

VERDICT: Though its roots are a bit obvious, this manages to be a fine game in its own right with enough originality, and polished gameplay to make it an essential PD game.
★★★★★

INTERFERON

Fortiss PD

Tetris has got a lot to answer for. Aside from the amount of hours lost to industry though hopeless addicts who've got it secretly installed on their computers, it has also spawned more imitations than



Rentokill meets *Tetris* and *Columns*. But what was that about Frank Spencer?

Frank Spencer. Luckily this game, which also doffs its cap squarely in the direction of *Columns*, is more of a Rory Bremner than an Eddie Large.

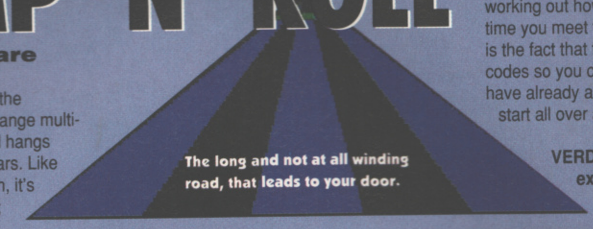
There's even some kind of vague plot as opposed to all that abstract nonsense. There are a number of multi-coloured bugs on the screen and you're the exterminator. You're armed with two-coloured pellets that are only fatal when they they create lines of four or more of the same colour, no matter whether that line is made up of bugs or pellets. The bugs can defy gravity, and so are dotted all over the place, but your pellets can't. You drop them from the top of the screen and can rotate them or move them from side to side as they fall using the cursor keys. The aim is to get rid of all the bugs by creating lines of four which include the bugs. Once all the bugs have gone you're on to the next level.

There are 15 levels with progressively more and more bugs, each with three speed options. It could do with a bit more variation in the graphics department, but it's colourful, easy to get the hang of and deceptively addictive.

VERDICT: If you like *Tetris* you'll soon be hooked by this.
★★★★

JUMP 'N' ROLL

17-Bit Software


The long and not at all winding road, that leads to your door.

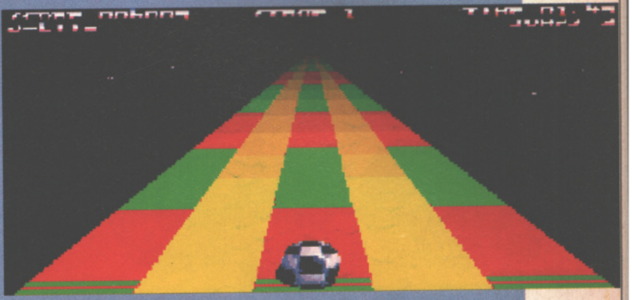
Somewhere in the universe a strange multi-coloured road hangs among the stars. Like most motorways, though, it's in urgent need of repair; there are holes all over the place. Not that the local council need to find excuses for not spending any money on it, as there only ever seems to be one thing that uses the road – a rather bouncy ball bearing-type thingy.

What we have here is a *Trailblazer* clone, and a mighty fine one too. You have to control the ball as it zooms along the road, trying to avoid falling down the holes. Left and right on the joystick moves the ball to either side, fire makes it bounce. You have a time limit for each level; there is no limit to how many times you can fall off the road but, every time you do, it wastes valuable moments.

What makes things trickier are the special tiles that are embedded in the road. If the ball moves over them they cause various things to happen. For example, blue tiles make the ball bounce, red ones slow it down, greeny-yellow ones speed things up and pink ones reverse the controls.

Things move at a fair old rate, so you have to keep your wits about you. The road layouts have been ingeniously thought out. The graphics are suitably colourful, the scrolling smooth and the controls impressively responsive.

The only real problem is that some of the obstacles appear so quickly you haven't a hope of working out how to traverse them the first time you meet them. Even more annoying is the fact that there are no password codes so you can bypass stages you have already achieved, so you have to start all over again.

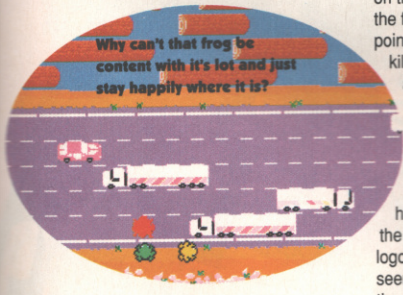

Bounce the ball along the road and don't lose it (please, Mr, can we have our ball back?). And that's all there is to it.

VERDICT: It's based on an excellent forgotten classic, it looks great, it runs smoothly, and is incredibly addictive. But it does have some odd and extremely irritating drawbacks.
★★★★

CROAK

Fortiss PD

There must be more versions of *Frogger* in the... *(Hang on, we've been here before, Golder. – Ed)*. Okay, let's put it another way. How about: old arcade classics don't die, they just get rewritten by bedroom coders and released into the public domain? *(Still got a familiar ring, but as you haven't mentioned Francesca Annis yet this month we'll let you get away with it – Ed.)*


Why can't that frog be content with it's lot and just stay happily where it is?

Croak bears about as much resemblance to the original *Frogger* as Def Leppard do to Bryan Adams (and both to a constipated elephant giving birth, for that matter) – ie, they're virtually identical. *(What on earth are you on about, Golder? – Ed.)* The newer version does have a couple of refinements, however.

As if you didn't know, the aim of the game is to get a number of frogs across a busy road and then a fast-flowing river to complete each level. To cross the river you have to hop onto various things, such as logs and turtles, that are floating about.

Croak is a polished version of the game The controls are very positive so that you can wait quite happily until the very last second to make a jump if needs be. It also shifts at a fair old rate which is essential to make playing this type of game worthwhile.

There are some extra hazards to watch out for. As you leap into the holes on the far side of the river, wach out for the flies. Hop onto a black one for extra points but steer clear of red ones – they kill. On the later levels other creatures appear that need to be avoided, such a demented chicken (I wonder if it's the one that crossed the road?) *(Arf! – Ed.)*

The graphics are very clear and well animated, though the opportunity has been missed to really brighten up the game with loads of in-jokey signs and logos on the side of the lorries (as I've seen on some other versions). Best of all though, are the excellent sound effects. The traffic has never sounded more trafficky and the cars beep their horns if a frog gets too close.

There's a time limit of one minute to get each frog across, as opposed to the usual time limit for a complete level, which, I think, tends to lessen the challenge somewhat.

VERDICT: As *Frogger* clones go this is first rate, but do we really need another one? If you're satisfied with your current version, stick with it. *Croak* doesn't offer enough new features to make it worth sending away for.
★★★

CALVIN AND HOBBES

Ash PD

They say honesty is the best policy, so, I'll lay it on the line. This column was short when I first wrote it, so that heartless new editor (the power has obviously gone to his head) has called me back from a well-deserved holiday in The Canaries to fill in the gap. Oh the pains of being a freelancer. *(That's not true, Golder, you were sitting at home watching Dune on video for the 523rd time so stop trying to get sympathy, stop whinging and get on with it – Ed.)*

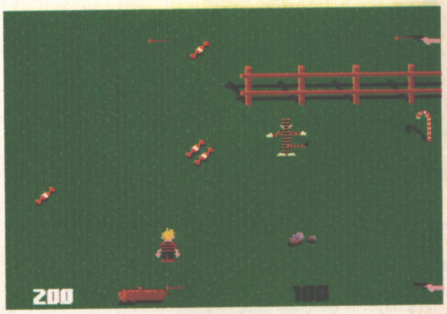
Right, well let's see what's first off the pile. Nope, that's rubbish. Next. No, I'm not doing another version of *Asteroids* (for one thing I've run out of intros). A-ha, *Calvin And Hobbes*, That sounds more interesting. Hmm, it's a SEUCK game, but let's give it the benefit of the doubt, shall we?

Actually it's not too bad. A vertical scroller with a sense of humour, it has little to do with Calvin And Hobbes (the extremely amusing cartoon characters) except a couple of main sprites that look vaguely like Calvin and Hobbes. In one-player mode you play Calvin and you have to go around collecting sweets, avoiding natural enemies, rock-throwing moles, deadly pop-guns and the like, and throwing water bombs at your enemies. In two-player mode, the second player plays Calvin's toy tiger, Hobbes.

The screens are colourful and attractive and the sound effects are mightily jolly, as is the music – especially the use of a sample from Iggy Pop's 'Real Wild Child'.

Okay, it's dead simple, but it has a nice sense of humour and enough going on to get you going back for more. A couple of programming glitches are annoying – sometimes you can't throw any water bombs – but it's certainly worth a look.

VERDICT: Little to do with Calvin And Hobbes, but as far as SEUCK games go, it's certainly one of the better efforts around.
★★★



Groovesome cartoon strip heroes Calvin and his sidekick Hobbes in a thinly-veiled, but enjoyable SEUCK romp.

This month's contact addresses: 17-Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorkshire WF1 1DH ☎ 0942 366982
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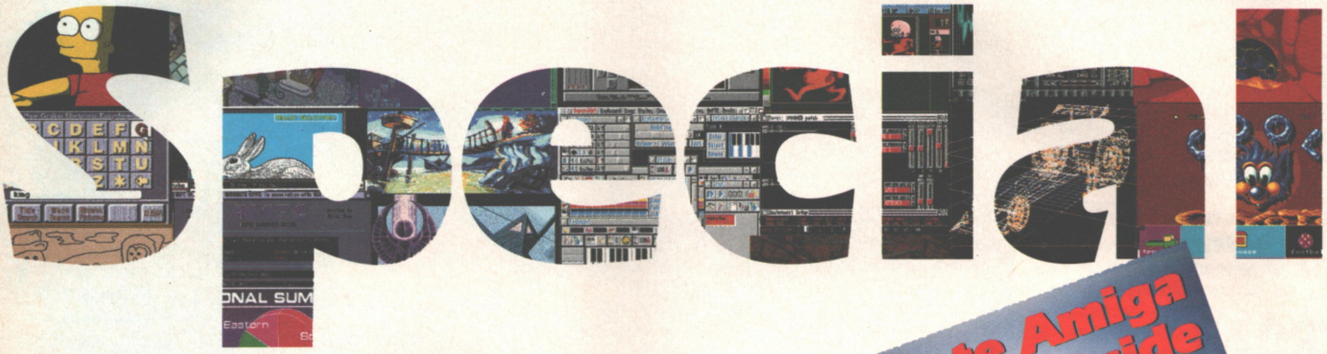

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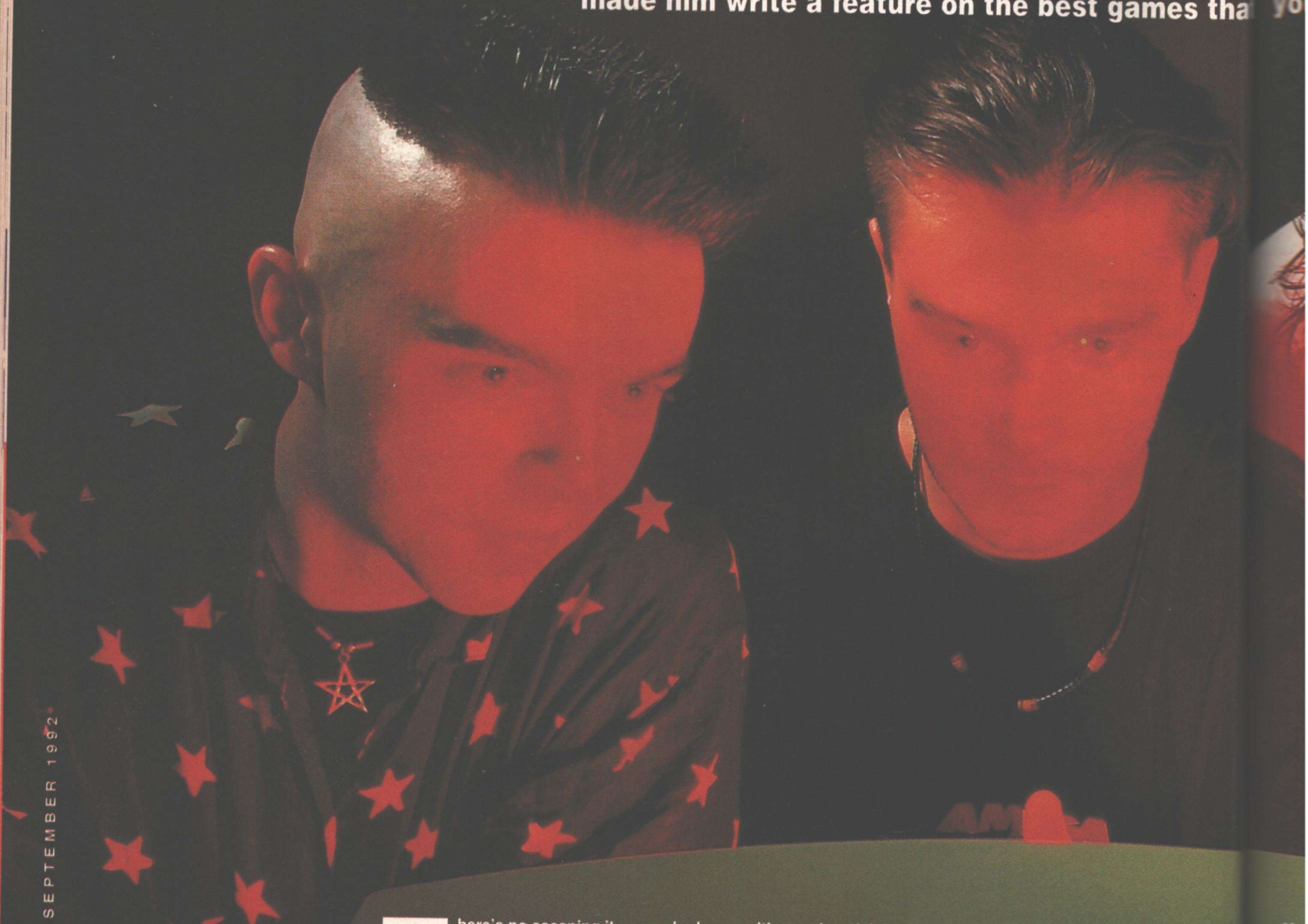
TWO CAN PLAY

...or even more than two,come to that. Stuart Campbel ca
made him write a feature on the best games tha yo



There's no escaping it, computers were one of the world's greatest inventions for people with no friends. Nobody to go out and play tennis with? No problem, just switch on your Binatone and have a game of *Pong*. Totally unpopular at school? Load up *Space Invaders* and pretend all the aliens are your classmates. Too socially immature to pick up girls? Don't worry, just – hang on a minute. Locking yourself in your bedroom with your joystick is all very well sometimes, but spend your entire life in there and pretty soon you won't have one (a life, that is). Your eyesight will go funny, you'll develop a permanent hunch, your thumbs will swell to obscene proportions and your communication skills will degenerate until you're unable to converse with anyone who isn't an end-of-level guardian (and even then, you'll be unlikely to manage anything more intellectually stimulating than 'Suck laser death, fat boy!' in an over-excited high-pitched squeal). Wouldn't it be perfect, then, if there was some way in which you could combine the fab fun that is playing video games with the equally fab fun that is rewarding social interaction with Real People?

But wait? What's this I see falling to the earth from the very heavens themselves? Could it possibly be that it's a really big box marked 'Loads Of Games Which

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Y AT THAT GAME

can't count as far as two, so we sadistically
you don't have to play by yourself.

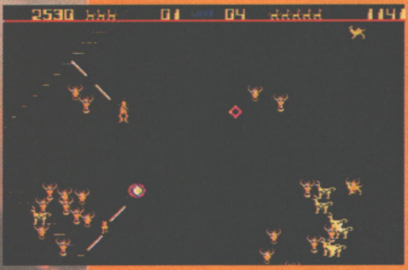
More Than One Person Can Play At The Same Time'? Wild! We could do a fab feature on them all, with wibble about how each one utilised the different number of players, if you had to compete or co-operate or just co-exist, and then maybe give them all marks for how good they were by themselves, and for how much they were improved by the addition of more players. Yeah. It's a crazy idea, but it might just fill a few pages *("Be really interesting for the readers" – Ed)*

> **"Multi-player games are always more fun, not just because you can compete against a friend and beat them, but because if you've got someone who's just a beginner, a more experienced player can help them out, protecting them from the bad guys while they pick up the rudiments. That's why I put the CPU assist in *Llamatron* – to help the learner when there's no-one else handy. Multi-player games are definitely a great thing, though – I hope to do a four-player version of *Llamatron* for the new Atari Falcon, and.." The what? Well, that's enough from Jeff Minter for now, I think.**

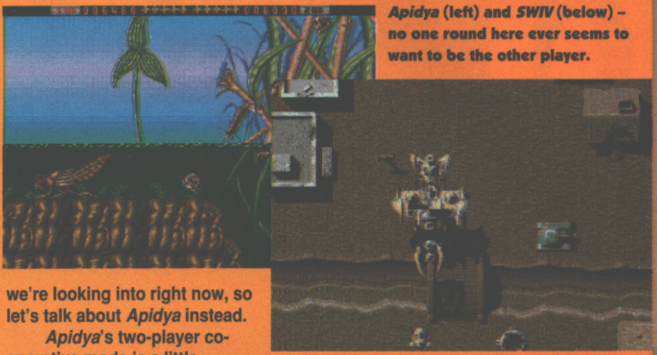
HELP, I NEED SOMEBODY

The most obvious use for a second player is to even up the odds against (usually) overwhelmingly more numerous computer opposition. While two players clearly have a statistically better chance, there are several games where they have more to offer than a simple doubling of firepower. In these games, the players can co-operate and help each other out in ways which even two single players couldn't manage.

In the deeply lovely *Parasol Stars*, for example, Bub and Bob can pick each other up and throw each other at the bad guys if weapons aren't forthcoming, as well as holding their brollies up to provide an impromptu stepping stone for the other character to reach those otherwise-inaccessible areas. Of course, the two players don't have to be all palsy-walsy and chummy, they can just as easily steal bonuses, deliberately chuck each other into dangerous areas or stun each other with weapons, but that's not what we're looking into right now, so let's talk about *Apidya* instead.



If there's no one else handy, the computer will help you out in *Llamatron*.



***Apidya* (left) and *SWIV* (below) – no one round here ever seems to want to be the other player.**

Apidya's two-player co-operative mode is a little different. Instead of two identical independent characters interacting with each other, in *Apidya* the second player is a little drone who flies around the first player, much more resilient against enemy fire but unable to collect power-ups and bonuses. It's a curious idea which works best if you're prepared to take turns at being the bigger, tougher character, as playing the drone is pretty unsatisfactory for most people.

Jeff Minter's *Llamatron* gets round that problem by making the lesser character a computer-controlled drone, in the game's special assisted Learner mode, as well as providing the more traditional two-players-at-once mode.

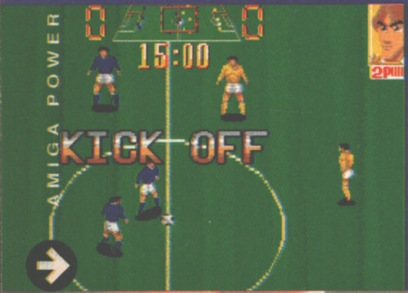
In a similar but less-pronounced manner, not many players like taking the part of the jeep in Storm's classic *SWIV*, although it's a capable and fearsome little machine in its own right, and makes for a completely different style of gameplay to its helicopter-bound counterpart.

Returning to the Siamese-twins approach, Infogrames' *Alcatraz* is a game which you can't sensibly play in one-player mode. With two players the feeling of teamwork as one of you blasts away while the other hides behind a wall selecting some new weaponry is remarkably effective. Pretty duff by itself, *Alcatraz* is one of the best examples of how the second player can turn a game into something a lot more entertaining.

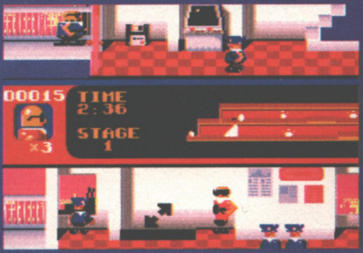
PARASOL STARS (1-2 players)	
Only the lonely	**9**
The gang's all here	**+7**
APIDYA (1-2 players)	
Only the lonely	**9**
The gang's all here	**+3**
LLAMATRON (1-2 players)	
Only the lonely	**7**
The gang's all here	**+5**
ALCATRAZ (1-2 players)	
Only the lonely	**4**
The gang's all here	**+8**
SWIV (1-2 players)	
Only the lonely	**8**
The gang's all here	**+7**

TWO HEADS ARE BETTER THAN ONE

Then again, there are plenty of games which do simply provide twice as many guns to fire at the evil space creeps or whatever. *Smash TV*, *Golden Axe*, *Final Fight*, and many more games with their roots in the arcades make it highly advantageous to take on your enemies with a friend close by, also shovelling money into the coin slot. Still, you can always pretend there was a more noble aim afoot by aiding your chum in times of dire danger, or play right into the programmers' hands by clouting them over the head yourself for a 'laugh'. Others are slightly more involved – *Bonanza Bros* lets the two players take independent routes through each level, hopefully meeting up in the middle with all enemies vanquished, while Domark's conversion of *Euro Football Champ* offers the chance for two players to team up on the same side against the computer, as well as the normal head-to-head option. Of course, this provides its own problems as the two players tackle for the same ball, try to steal goals and grab the glory for themselves, etc etc. As a rule though, what you want is something motivated by a little more than the desire for arcade owners to make twice as much profit as usual.



Excellent potential for two-player confusion in *Euro Football Champ*.



You take the high road and I'll... etc. and Stuart'll be in Scotland before us.

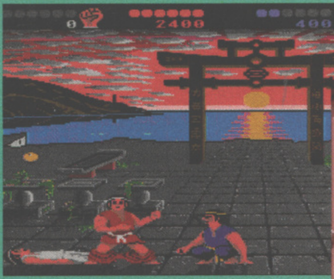
SMASH TV (1-2 players)	
Only the lonely	**6**
The gang's all here	**+4**
GOLDEN AXE (1-2 players)	
Only the lonely	**3**
The gang's all here	**+4**
FINAL FIGHT (1-2 players)	
Only the lonely	**7**
The gang's all here	**+7**
EURO FOOTBALL CHAMP (1-2 players)	
Only the lonely	**5**
The gang's all here	**+5**
BONANZA BROS (1-2 players)	
Only the lonely	**4**
The gang's all here	**+6**

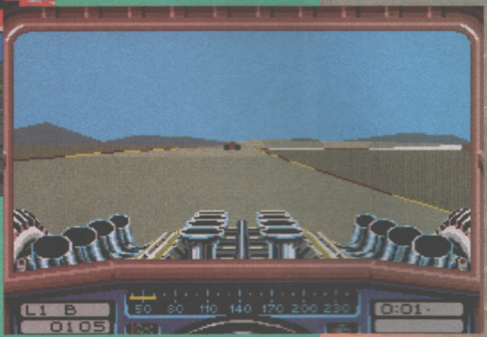
I HATE NERYS HUGHES! (AND OTHER PLAYERS)

Say 'two-player games' to most people and, apart from getting a series of bemused and pitying looks, the reaction you'll most likely come across is 'Oh yeah, those great ones where you get to smash the living heck out of your mates'. Tch, human nature, eh? Still, there's no denying that some of the best gaming fun you can have is when you get one over on your obnoxious pal who's been bragging all day about how he completed *Monkey Island 2* three weeks before it came out and how he can actually almost get to level three of *Project X*, so let's not get all moral about it.

Stripping the concept down to its barest bones brings you straight to *Bip*. This superb little PD dogfighting sim puts the two of you in biplanes flying around a single-screen sky, hiding in clouds and trying to shoot each other down. That's all there is to it, which is of course what makes it so great. Young and old, male and female, intelligent and stupid alike can all play *Bip*, but practice develops skill and skill brings the unbeatable reward of watching your opponent plunging to the ground in a plume of screaming flame.

For something even more hilariously satisfying though (or bloodcurdlingly infuriating depending on who it happens to, of course), what you want is the totally legendary *Spy Vs Spy*, where MAD magazine's Black Spy and White Spy career around a giant embassy building, setting all manner of unfeasible traps for each other and sniggering when their opposite number blunders into one. Lots of clever stuff, but if that enemy spy sends you to Spy Heaven once too many, just run after him, get your club out, and tactically and strategically batter the living daylights out of him. Gorgeous.



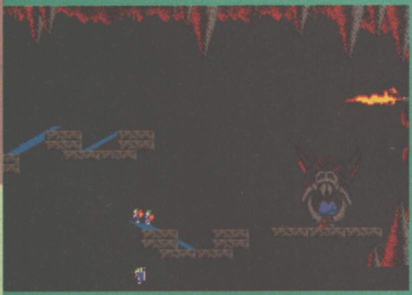


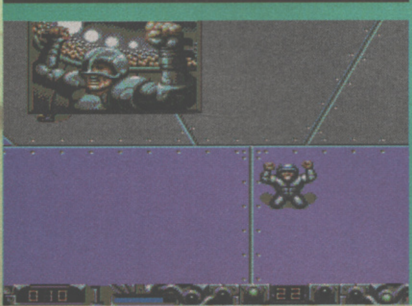
Whether you're slapping them about or running them off the road, everybody needs friends.

Once you've got the hand-to-hand combat-lust, you'll probably begin to thirst after something really brutal, and if that's the case you'll be hard pressed to do better than Archer Maclean's *IK+*. Still, after all this time, the ultimate in Amiga beat-'em-ups, this pyjama-clad masterpiece gives you not only your mate to beat up, but a third, computer-controlled fighter for the pair of you to gang up and clobber. Taking turns to smack the poor dimbo around is sadistic but fun, and punching each other in the head afterwards gives the game that final edge. Mmm-mm.

Now you're bound to have The Bill on your tail after all that gratuitous violence, so you'll need to make a quick getaway, and what better way to do that than by, er, racing along a giant roller coaster in a four-wheel buggy. *Stunt Car Racer* is fatally flawed as a one-player game by the way that falling off the track once almost inevitably leads to you losing, but with another fallible human being connected by null modem link, there's always the possibility of a dramatic comeback, which lets you enjoy *Stunt Car*'s thrilling adrenalin-injected action to its fullest.

If your need for speed still isn't satisfied after that, though, you could always try the classic *Lotus Esprit Turbo Challenge*, which is completely fab and a far better two-player experience than its illustrious sequel, mainly due to the fact that both players are always either in the race or out of it at the same time, eliminating that irritating 'one of you's dead but the other one's still playing away with the first one sitting twiddling his thumbs in boredom' flaw that crops up in *Lotus 2*, as well as several more otherwise groovy two-player games.





Top: ***Lemmings*** **– bizarre!**
Left: ***Speedball 2*** **– the perfect way to settle old grudges.**

Which only really leaves *Speedball 2*. Until *Sensible Soccer* showed up two issues ago, this was undisputed king of the head-to-head showdowns in the AMIGA POWER office. Invariably played to the resounding accompaniment of vintage Rolling Stones records, *Speedball 2* settled many an office argument with it's single-minded approach to competition. *Speedball 2* gives the players the scope to employ tactics via the training screens, skill through joystick manipulation, on-pitch strategy by using the many and varied ways of scoring points, or plain and simple brutality, but it only has one rule – 'Win.' We Love It.

BIP (2 players)
Only the lonely 1
The gang's all here ....+9

SPY VS SPY (1-2 players)
Only the lonely 6
The gang's all here ....+9

IK+ (1-2 players)
Only the lonely 9
The gang's all here ....+7

STUNT CAR RACER
(1-2 players)
Only the lonely 6
The gang's all here ....+7

BRIDES OF DRACULA
(1-2 players)
Only the lonely 3
The gang's all here ....+5

LEMMINGS (1-2 players)
Only the lonely 8
The gang's all here ....+6

SPEEDBALL 2 (1-2 players)
Only the lonely 8
The gang's all here ....+9

After the two-player success of *Stunt Car Racer* quite a few disappointed readers have written in recently wondering why the lovely Sir Geoffrey Crammond didn't include a two-machine link-up option in his otherwise totally ace, fab and utterly groovy *Formula One Grand Prix*. So we asked him (we sometimes have flashes of inspiration like that).

"I had a whole list of things to go in, if I had another year in development I might have managed them all, but it's really a question of having to draw the line somewhere. The modem link wasn't a priority, my understanding from MicroProse was that the number of people who use the two-player mode was relatively small, and I had to weigh the benefits against other things you could do with the time, which would be useful for everyone who played the game." So now you know.

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Jon Hare, author of the 64-player *Sensible Soccer*, why are multi-player games so groovy? "If you're playing anything, it's much more of an ego boost to win against your mate – you can't take the mick out of a computer. It's all part of a natural cycle really – animals always fight against each other, the survival of the fittest thing. It stirs up primal instincts."

DO YOU WANNA BE IN MY GANG?

Best of all, though, is when you get a whole bunch of people around your machine all at once. Two's company, three's a crowd, but four or five is absolute bliss. We lost hours and hours of work time in the AP office when Ubi Soft's *Dyna Blaster* appeared on the scene – as soon as two people sit down for a quick go, no-one else in the vicinity can resist the temptation to drop whatever they're doing, rush over and join in until the whole place is at a standstill save for the cacophony of shouting, cheering, gloating and sulking.

Bug Bomber from DMI is a very similar game, but the slightly more thoughtful and complicated approach employed makes it by nature a touch less exciting.

Sensible Soccer is utterly wonderful in one-player mode and staggeringly brilliant with two, but get the maximum of 64 together in a league or cup and the collusion, scheming, horse-trading, and downright dirty trickery can be beyond belief.

Sensible Soccer doesn't need much help, but Storm's *Indy Heat* is a fine example of how a mediocre game can provide a tasty amount of top entertainment with the addition of a few competitors. Zipping around with a load of computer cars is dull after a few minutes, but with your chums to beat, the sneaky pitstop-sabotage tactic really comes into its own.

Dyna Blaster is probably the best fun you can have with four friends and an Amiga. *Indy Heat* hots up with two players too.

Likewise, US Gold's conversion of *Gauntlet II* is a pretty tedious dungeon-tromping epic until you've got four players all trying to go in different directions at the same time, getting in each other's way and shooting each other 'by mistake'.

And *PGA Tour Golf*? Well, it's like golf, innit? And who in their right mind would want to traipse around a golf course on their own?

HOLE 1 PAR 4
STROKE 1
DISTANCE: 375 YDS
CLUB: DRIVER
DRIVE

Get your mates together for tee and play a round or two of *PGA Tour Golf* in the comfort of your own home.

BUG BOMBER (1-4 players)	
Only the lonely	**1**
The gang's all here	**+8**

DYNA BLASTER (1-5 players)	
Only the lonely	**7**
The gang's all here	**+10**

SENSIBLE SOCCER (1-64 players)	
Only the lonely	**10**
The gang's all here	**+8**

INDY HEAT (1-3 players)	
Only the lonely	**5**
The gang's all here	**+7**

PGA TOUR GOLF (1- quite a lot of players)	
Only the lonely	**9**
The gang's all here	**+6**

GAUNTLET II (1-4 players)	
Only the lonely	**5**
The gang's all here	**+8**

INTERNATIONAL RESCUE

Then there are the games which, by themselves, don't even reach the dizzy heights of mediocrity.

Panic Dizzy is a pretty useless attempt at cashing in on the *Tetris* craze (and only about three years late), but the two-player mode is actually quite inspired – a straight no-nonsense head-to-head, sure, but one which makes for quick, zappy competition without any of the swiftly-tiresome repetition of the solo game.

As for *The Manager*, it's a totally horrible footy management game with all the worst features of the genre rolled into one, but – as with many things – if you get a few potential Graham Taylors (snigger, chortle) together managing different teams, you find yourself making pretty hefty allowances for its shortcomings in the traditional human quest for oneupmanship. And of course, it's a lot more fun to sneer and bitch at crap programming if you've got some friends round to chuckle along too...

The Manager manages to be nearly good as a multi-player.

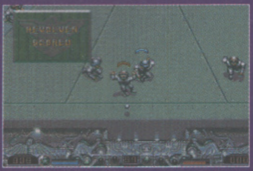
PANIC DIZZY (1-2 players)	
Only the lonely	**3**
The gang's all here	**+7**

THE MANAGER (1-4 players)	
Only the lonely	**1**
The gang's all here	**+6**

THE AMIGA POWER COMPLETELY DEFINITIVE AND AUTHORITATIVE TOP TEN MULTI-PLAYER GAMES OF ALL TIME (O

DYNA BLASTER
"Oh no, I've gone and dynamited myself in the bleedin' corner at the start again!"
"Bad luck, Matt (pfft!)"

SENSIBLE SOCCER
"And it's yet another fabulous 6-0 victory for Scotland! Ha!"
"Shut up, you Caledonian git"



SPEEDBALL II
"Surely that's a foul, ref?"
"Get on with it Ramshaw, you jessie."

BIP
"Tally ho chaps, chocks away, off into the light blue yonder we..." (crash!)
"Bad luck, Matthew."

PARASOL STARS
"Hey, I thought we were co-operating!"

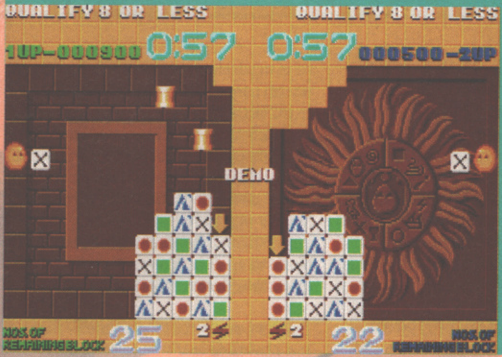
➔

ME! ME! I WANT TO PLAY TOO!

Some games, though, don't do an awful lot with their two-player-ability. Taking a lead once more from the arcades, where quite a few games (mostly puzzlers) can split their screens to allow two players to play at once, quite separately and independently of each other. While this is clearly good for arcade owners (twice as much potential money-earning at the same time from the same number of machines), it's of slightly dubious value in home games.

The otherwise-fab PD classic *Super Twintris* misses out particularly in this respect. With two players at once the opportunity is there for a simulation of the awesome two-player head-to-head mode of *Tetris* on the Game Boy (where completing multiple lines bumps up your opponent's pile of blocks in a thoroughly despicable manner), but it isn't taken up and you're left with a good version of *Tetris* which just happens to let someone else play it along with you.

The same thing happens in Ocean's *Plotting*, where the chance of expanding a little on the arcade game with a bit of devilish interaction between the players is sadly ignored, but – hey – that's conversions for you. You can't really expect converters to improve what they're trying to copy.

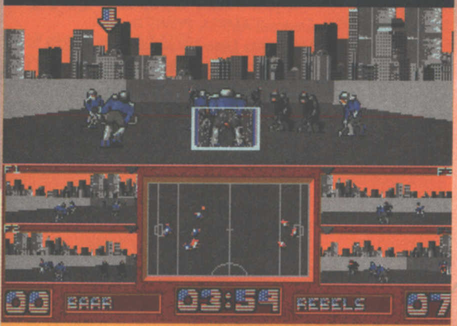


Why not play *Plotting* with a friend? Or to put it another way, why?

SUPER TWINTRIS (1-2 players)	
Only the lonely	8
The gang's all here	+1

PLOTTING (1-2 players)	
Only the lonely	7
The gang's all here	+1

AND THAT ONE LOOKS UNSAVEABLE!



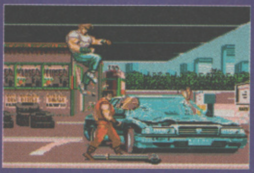
Of course, some games are terminally rubbish however many people you rope in to plough through them. Gonzo Games' *Street Hockey* (subject of our first-ever Oh Dear... column) is almost totally unplayable in solo mode, but add another player and it's, er, almost totally unplayable. In fact, the game's such a pain control-wise that you don't really notice the difference. Oh, er, Dear.

STREET HOCKEY (1-2 players)	
Only the lonely	1
The gang's all here	+1

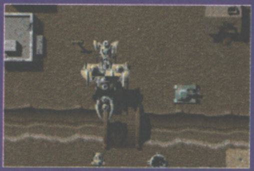
COMING SOON

On the way from Psygnosis is DMA Design's new RPG blast *Hired Guns* (previewed last month). The first game in the genre (as far as we know) to cater for up to four participants simultaneously, *Hired Guns* looks set to be one of the most interesting multi-player efforts yet. Programmer Scott Johnston had this to say: "Normally when you play a game, the program's intelligence can't really compete with an unpredictable human player. I enjoyed playing *Bloodwych* (two-player *Dungeon Master* clone) with a friend of mine, so I decided to write a four-player version of the same kind of thing so everyone could get involved at once. The problem is the demands four-player play makes on processor power, because you have to do four times as much work, but this is the first game there's ever been in the field and I thought it was worth the effort. I actually considered a datalink mode for up to eight players, but it would have been a processing nightmare (twice the work again), you'd hardly ever get eight players in a room at the same time and it wasn't feasible to spend the amount of time it would have taken for the pretty minimal reward."

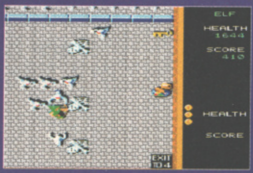
E (OR TAPCDAATTMPGOAT FOR SHORT) (That's not quite the catchy acronym I was hoping for – Ed.)



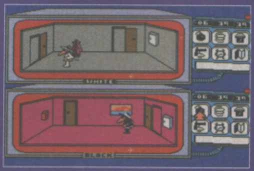
FINAL FIGHT
"This is for *Parasol Stars* yesterday" (thwack!)
"Ouch!"



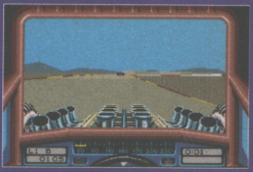
SWIV
"Blam! Blam blam! Blam blam blam! Hey, how about a bit of support, fly-boy?"
"Blam!"



GAUNTLET II
"This way!"
"No, this way!"
"Aargh!"



SPY VS SPY
"Arf! The old bucket-of-water trap works again! Ho ho! (splash, fizz, horrible electric death) Hey, that's not funny..."



STUNT CAR RACER
"Look, there IS a game I'm not totally crap at!"
"Clear off Matt, you don't work here any more."

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'I ALWAYS GOT THE FEELING'

Dear AMIGA POWER,
I always got the feeling you were against football management games as with your reviews of *The Manager* and *First Division Manager*, but having seen your PATHETIC review of *Championship Manager* I felt I had to write. I have purchased every football management game available on the Amiga, including the recent *Graham Taylor Soccer Challenge*, and it is clearly obvious to me, as well as a number of other people I know, that *Championship Manager* is by far the most realistic game of this genre. It has so much to offer and very rewarding if you give it the time it deserves and proves that you don't need match graphics to create a classic game like this.

I don't know how long your reviewers have to play these games, but Jonathan Davies didn't spend long on this game and clearly did it a huge injustice. I would like to know what other football enthusiasts think of *Championship Manager*? It would also be an idea to get a football-loving reviewer to tackle games like this!

Please print this letter as I would like to know your views on this subject.
Yours angrily, Lee Holden MCFC Forever, Salford

Zzzz... sorry, what? Oh yeah, the old 'You lot all really hate football management games/wargames/flight sims/whatever' routine again. How many times? We don't hate ANY particular genre – the only things we hate are crap games. We don't give a flying hoot how 'realistic' Championship Manager *is, all that bothers us is that it's totally dull to play, end of story. It's got nothing to do with liking football – I can't stand the game, but it doesn't stop me loving* Sensible Soccer *and* Graham Taylor's Soccer Challenge. *Why? Because they're GOOD GAMES. Do you understand? Are we getting through to you all yet? 'Realism' is all well and good, but there's plenty of it in real life – it's no excuse for a boring game.*

'GIVE ME HELP FOR MY BROTHER'

Dear AP,
The reason that I am writing to you for help is as follows, my brother lives in Denmark and he has asked me to try and get him the following programs, *P A K K E T*, and any program that he can use with his Amiga 500 (V1.2) with his amateur radio Kenwood 2M all mode Transceiver model TR9130 but I am having trouble getting them. Also any modem programs, one that he is most interested in getting is one that he can use with his new ADVANCED ELECTRONIC APPLICATION Inc PACKET CONTROLLER MODEL PK 88. If you do put this letter in your help pages please leave my name and address so people can write to me if they can give me help for my brother.
Your Hopeful Reader, Mick Pearson, 7 Muschamp Terr, Market Warsop, Mansfield, Notts, NG20 0NL

Does anyone actually ever bother reading this magazine, or do you all just load the coverdisk and chuck the rest away? GAMES, y'know? Tsch.

'BETTER THAN *EPIC*'

Dearest AMIGA POWER,
How dare Dino Dini write into AMIGA POWER and get a free game! He said that over 50,000 people bought *Kick Off 2*, so he must be rolling in money. You're just throwing money away on a greedy programmer. I think it's absolutely terrible. Anyway I wrote *Epic* and I'm disgusted that you gave it a worse review than *Wizkid*, *Jaguar XJ220* and all the other games in that month's main review section, so how about sending me all those games so I can decide if they're better than *Epic*.
Yours sincerely, Mr Programmer Of *Epic*, Reigate, Surrey
PS Actually I wrote *Cover Girl Poker* too, so how about sending me all the games which have rated better than that? Please?

You don't fool us for a second, Alex Finch. Mind you, someone else did. It's funny you should mention that Dino Dini letter, because there's a strange story behind that... (Check out the editorial in True Stories for more details...)

'DISGUSTING BLACK STRIP'

Dear AMIGA POWER,
I am going mad over the problem of why most software programmers have to cater for the NTSC screen. Most of my games have a disgusting black strip at the bottom of the screen which takes up about 25% of the space. Why can't they use the full screen like *Project X* and a few other rare games which use this facility? Take *John Madden Football* for example – it's a brilliant game but the black strip makes it look awful. It annoys me, and maybe other people too? Why does it happen?
Yours hopefully, Cezanne Rafiuzzaman, London

I'd put that down to crap programming, guv. Next question?

This month you've been getting into a lather about *Epic*, game prices, war games, bad programming and how wonderful Stuart Campbell is. We've been slightly stressed-out too, but just by bizarre letters from people who don't seem to know quite what's going on...

'PIG SICK'

Dear AP team,

I am writing to you about every single FLIPPING COMPETITION I have entered. I haven't won since I was 5 years old (I only won an easter egg) I have entered for one Super NES, three Game Gears, one Amiga 600, one Wonder Mega and two Mega Drives. I will put it straight: "I'm pig sick."

Yours Sincerely, Jolan Martinez, Sheffield.

PS I hate *Sonic* and *Mario*, they're losers and I would love an autographed photo of you all.

Blimey, you've entered eight competitions and not won any of them? Incredible!

'WARGAMES INTERESTING'

Dear Sir,

With reference to the letter by Louis Hermelin in issue 14 of AMIGA POWER magazine. I found his comments regarding wargames interesting and agreed with almost everything he said – not so your reply, though.

How anybody can sum up a whole genre as 'bad programming' is both unfair and unprofessional. Not least it is incorrect. Like with every other type of game there are good and bad ones – surely this is obvious, even to the AMIGA POWER staff! Okay, so you may hate wargames, but there is certainly no need for the endless comments printed in the mag. Such phrases as 'After that ordeal we didn't have the heart to make him play another wargame. We're not that evil' are so sad they're simply pathetic. If a company sends you a game to review (such as *The Perfect General*), they expect you to review it. In this case the game was simply ignored. *(Except for that review last issue, of course. – Ed)*

The argument which you give regarding 'crappy amorphous little blobs' doesn't hold much water either. Anyone who has ever seen the historical WW2 campaign battle maps *(That pretty much covers all our readers, then. – Ed)* will instantly recognize what the graphics represent. Retaining these unit markers increases realism because they are often identical to those which commanders actually used, and whose shoes you fill by playing the game.

Something which you often fail to mention in your reviews, I've found, is information concerning the number of scenarios which each wargame has to offer. Tedious tedious waffle blah blah waffle. *(This letter has been creatively edited – Ed()*

'Being a wargame isn't an excuse for it being programmed to sub-1986 standards' is yet another comment from the AMIGA POWER archives which I fail to understand. Graphics and sound aren't everything you know! Drone drone tedious tedious wibble wibble. *(See earlier comment – Ed)*

You, as reviewers, should look at the playability and lastability of the games you review as well as their cosmetics. If I had the choice of a graphically excellent but totally unplayable game, or one where depth and playability are by far the best assets, I know which one I'd choose every time. *(Yes, but just once, wouldn't it be nice to have a wargame written by someone who was at least competent at programming as well as knowing how wide the tracks on a Panzer were? – Ed)*

Back to your reviews. They should be written by someone with at least an interest in the period *(What? You mean we should employ a member of staff for every period of time anyone's ever written a wargame about? – Ed)*, who knows what they're talking about and is not liable to 'downmark' each wargame just because office staff pressure tells them to. *(We've never, ever 'pressured' anyone to mark down a wargame, or any other kind of game for that matter. In any case, Jonathan Davies, who writes many of our wargame reviews, is a freelancer and doesn't even work in the office. – Ed)*

If you need any help, just look through the latest copy of Amiga Action – they are Britain's best selling Amiga magazine, after all!

Yours faithfully, Stuart N Hardy, Sheffield

Right, we've had enough. Get lost, Stuart. You and Amiga Action deserve each other. And no they're not, by the way.

'SHUT UP MOANING'

Dear AP,

Firstly a compliment. Congrats on employing Stuart Campbell, he is the best computer journalist EVER, even if he does think *R-Type 2* is the best shoot-'em-up. *(Cheers, Gran – Stuart)*

Now the the real point of this letter. I hope this is the last word on the argument of the cost of games (I doubt it though). I belong to Special Reserve (software club) so therefore I get discounts on games. Special Reserve only costs £6.99 to join, and when you take into account the →

PSYCHIATRIC HELP winner

'AIDING THE PIRATES'

Dear AMIGA POWER,

In your reply to Peter Scott's letter *(Issue 14 – Ed)* you, somewhat unimaginatively, said that you thought Amiga computer games were too expensive. I dispute this and would like to add to Peter Scott's argument. Why is it assumed that there is a cast-iron link between the cost of computer games and their piracy? *(Because only a complete fool would suggest otherwise – how much piracy do you think there would be if games cost 50p each? – Ed)* If I may I'll use an example to demonstrate my point.

CDs, as you say, are a product comparable to Amiga computer games. But, as most people who listen to music know, they are widely copied (admittedly with a loss of quality) in the home. I don't wish to condone either this or software piracy, but why should people copy CDs and not software?

Neither do I claim to be able to understand the mind of the pirate but I just don't see why he or she wouldn't copy an identical but cheaper game. Whether a game costs £30, £20 or even £5, it's still much more expensive than a 50p blank disk.

For too many years pirates have been provided with an easy excuse for their actions. In my opinion magazines like AMIGA POWER and its predecessors have been, and still are, inadvertently aiding the pirates.

Amiga game prices are often compared to games prices for inferior formats *(They are? Where? – Ed)*. Has it ever crossed the minds of the people who make these comparisons that Amiga games cost more because they take longer to make and are quite simply better?

You also mentioned the possibility of computer games becoming a mass-market entertainment. Surely the first step towards this is to decrease the price of the computer? Making games more affordable isn't going to help those who haven't the money to buy the computer in the first place! *(Eh? That's like saying petrol isn't a rip-off, Ferrari should make Testarossas cheaper instead – Ed.)*

Finally, the Amiga game is increasingly being seen as a quality product. *(Sure the games are getting better, but remember there's still a lot of crap out there. Just look at Epic – Ed.)* One only has to compare earlier games with today's better releases, eg *Populous II, EOTB II* etc. Isn't it possible that a decrease in price would cause a similar decrease in image? Although not immediately apparent, the drop in price could have a serious long-term effect. A major incentive for today's game producers is to produce a game which is seen to be worth the unusual amount of money charged. If games suddenly became cheaper wouldn't this incentive disappear just as quickly?

In conclusion, instead of seeking something which we all know is unlikely to happen, the media and the public should demand better games, so that the products we buy are worth the money we pay for them.

Yours, Tony McNicol, Bath.

What, so you mean they're not at present, Tony? Or, worded another way, they're... too expensive, perhaps? This letter took my breath away, to be honest. Do you WANT to pay more money for your games? Why don't you just hand the shopkeeper an extra fiver when you go into the shop? That's fine, but leave the rest of us alone, we clearly don't make nearly as much money as you. Yeah, CDs get pirated a lot, but how many copies does a chart-topping CD sell? Face it, we're looking at figures in the millions here. Even a (relative) major flop will shift well over 100,000. Do you think it'd be the same if they cost £35? How many would you buy? Do you really not think that Formula One Grand Prix *would sell lots more copies if it was £15? Mass-market entertainment has to be affordable by the masses, Tony, and most of us can't afford to go out and splash £30 and upwards on a game on a regular basis, never mind the schoolchildren/students/low wage earners that make up a huge proportion of our readership. The 'image' argument is pretty spurious too – just as many crap games as good ones come out at 'premium' price points. The £30* Epic *or the £35* Sim Ant *should be all the evidence you need for that one. And sure, it'd be nice to see the Amiga cheaper (if you were just looking for a games machine, which would you buy – a £400 Amiga or a £150 Super NES? The traditional price differential between the two formats is being eroded more and more, so what's to gain by buying an Amiga if things keep going the same way?), but it's no excuse at all for rip-off game prices – two wrongs don't make a right. And don't worry about software producers 'losing the incentive' to produce great games – if, for example, D/Generation shifts tens of thousands of copies at £19.95 and Mindscape make a pile of money out of it (as we sincerely hope they do – the game deserves no less), there'll be incentive aplenty for the future, believe me.*

DO THE write THING

reductions on games this is an unbelievably fair membership price. I recently bought *Monkey Island 2* from them for £19.99 – this game costs £37.99 in the shops so I saved £18, good eh? Most games have at least £7 off which justifies the membership fee. I buy about 12 games a year off the club so I make a profit of about £90 and I have never had to ask for a refund because of bad service. So when I read your letters page and see people moaning about the price of games it makes me want to write a letter like this (which I did). So my word to people who moan about the price of games is: SHUT UP MOANING AND GO JOIN SPECIAL RESERVE.

Oh yeah, almost forgot. Your challenge for *Speedball 2* was easy, I beat Super Nashwan 154-62 in the cup final. Also on *Kick Off 2* (not *Kick Off*), I scored 29 goals in 20 minutes against a fourth division computer team.

For beating 2 of your challenges and for (hopefully) ending the price of software debate, I think I deserve a copy of *Sensible Soccer* (you see I just bought two new joysticks so I can't afford it, not even from Special Reserve), don't you?

Yours Faithfully, James Rogers, Cornwall

'THE ATTRACTIONS OF CONSOLES'

Dear Sirs,

You seem to be biased towards difficult arcade games. I find it very gratifying to reach the end of a game (eg *Golden Axe*), instead of being unable to get past the second level (eg *R-Type*). It is also much more fun for my kids (ages three, five, 11). This is one of the attractions of console game systems.

A possible solution is more continues, level codes or restarts on the same level (see consoles). The truly great arcade games as *Rainbow Islands, First Samurai* or *New Zealand Story* have those facilities. Always having to start from the beginning (eg *Blues Brothers*) is boring and frustrating.

Another slight criticism concerns the new preview section. It's nothing more than publicity for new games. The absence of it was one of the refreshing differences between AMIGA POWER and other Amiga magazines. When the games come out, the review will rehash it and we'll be paying for a few critical comments. I also preferred the old Bottom Line.

Yours sincerely, Didier Wittesaele, Brussels.

PS *Populous II, Formula One Grand Prix* and *Sim Ant* say they lack memory to run on my new A600HD, when they are installed on the hard disk.

'HOW COME'

Dear AMIGA POWER,

I want to speak my opinions about AMIGA POWER to the nation. First of all how come I have written 10 times to you and you have not published any of my letters? Also why is it you get much better value for money from Amiga Format than your magazine? Also all you have to do to be awarded prize letter is mention either pirating or you've got an A1500. Also how come when people ask for free games they get them and I don't when I ask. Another thing as well before I had two circuit board thingys for my disk-drives to stop them clicking. They clicked like mad why don't they click in sync or at least make a good beat together.

By the way I am the one responsible for sending you the *Robin Hood* cheat. I got a 25 quid helping voucher from Amiga Format for exactly the same cheat. Are you tight or what? By the way I think your front cover is crap every issue – try to improve it like Amiga Format's. Also can I have a free T-Shirt and games? I have just subscribed to your magazine reluctantly!!

Yours-very-politely, Chris Hughes. Harrogate.

P.S. If you don't print this letter it shows what a crap mag this is if you can't take stick from its readers!!!..........

Well that told us, didn't it – thank you for sharing your well-reasoned criticisms with us. And no you can't have a T-shirt, you miserable scrounger.

'I BROKE DOWN'

Dear Sir,

I am sure that by now you are probably sick to death of letters complaining about the AMIGA POWER top 100, ie "Why is *Rainbow Islands* at number one" etc. (Personally, I broke down in laughter when I saw *Exile* and *Asteroids* in the top 100). However, whilst reading through the top 100 a few days ago, I had a pretty good idea... Why not do a readers' top 100? This feature could complement your own chart, and I am sure that there are enough opinionated readers out there (take Stuart N Hardy for example (I wish somebody would)), who would write in to air their views on the greatest games ever. What I propose is that AMIGA POWER asks

ask AMIGA POWER

Every month, our mailbag bulges at the seams with questions. No-one seems to have very much to actually say any more, just questions, questions, questions. 'When's *Sonic The Hedgehog* coming out on the Amiga?' (answer: when Hell freezes over); 'Why don't you list which games in The Bottom Line are 500+ compatible?' (answer: because we haven't got a whole week to spend trying out 300-odd games on the office 500+ to see if they work or not. We've got a magazine to write); 'Why do you keep saying *Rainbow Islands* is the best game ever?' (answer: because it is); 'Why was there a virus on my coverdisk this month?' (answer: there bloody wasn't, you got it from somewhere else. We do check 'em, you know), and so on and so forth.

So, from now on, in an effort to save time and keep the letters pages clear for people with things to say, we're going to have a special section for people like you. It's called (as you may have surmised) 'Ask AMIGA POWER', and it's for simple answers to simple questions. If there's something you need to know, just jot it down on the back of a postcard or stuck-down envelope (ONE question at a time, please), and we'll do our very best to answer as many as we can. And just to give you a pointer, here, culled from this month's missives, are a few examples.

Dear AMIGA POWER,

In these days of portable games consoles and the like, when you never have to be without some gaming entertainment no matter where you go, isn't it about time

EPIC
THE GREAT DEBATE

'SUSPICIOUS'

Dear AP,

Heartiest congratulations on your review of Ocean's *Epic*. I had (like many I'm sure) been looking forward to the game but suspicious of the vague line between hype and review. Too many magazines fighting to get in the first word had forgotten to check their facts. You've saved me a lot of money. I only hope that other people have taken note of your review. More importantly I hope some of your rivals might take note and clean up their acts. Probably not though. Not that it matters to me, I'm only buying AP from now on.

Finally, I've had a number of computers and game systems over the past 15 years (longer than some of your readers have been alive!), and as a veteran of the scene would like to say to one and all that *Rainbow Islands* IS probably the best and most enjoyable computer game ever – so there!

Keep up the good work,

J Christian Flett, Edinburgh

'EPIC, IT'S CRAP'

Dear AP,

I saved myself loads of money at the Amiga Shopper Show at Wembley a while back. I went there knowing exactly what I was going to to buy – *F1 GP* (I paid £20), *Pinball Dreams* (£17), *Head Over Heels* (a fiver), and *Epic*. "Oh dear", I hear you say, "and he was starting to sound like such a sensible chap".

Yes, I know, the fault is mine. You see, the first three games were planned purchases after reading the reviews in AP. *Epic*, however, was a snap decision buy. I had seen previews, the screenshots on the back looked tasty, so I bought it. Then AP15 goes thunk on my doorstep and says 'Oh by the way Ron, don't buy *Epic*, it's crap'. Too late.

Keep up the good work,

Ron Davison, Addlestone

'RIPPED OFF BY OCEAN'

Dear AMIGA POWER,

Why oh why didn't I wait for the AP review?'

There I am in the computer store, near closing time, desperately hoping the parcel van will arrive containing this much-hyped game. Five minutes before closing time it arrives – much excitement. I hand over my £29.99 and charge home to load it up. First reactions – well the intro looks good. Into the game. Now my heart is beginning to sink. After a short while I'm beginning to think 'Is that it?', and as for the manual, my eyes still hurt.

By the time I have packed the game back in the box I'm telling myself that I've bought an unfinished game. I couldn't agree more with Karl Foster's review, it's a shame it was out after the game. I'm now left with the feeling that I've been RIPPED OFF by Ocean.

Yours faithfully, Mark Woodward, Tewkesbury

'THE MISTAKE OF BUYING *EPIC*'

Dear AMIGA POWER,

After all the hype and the long wait, I made the mistake of buying *Epic*. The two to three hours of playing time it provided were not worth 30 pence, let alone 30 pounds. Ocean take note – I will not be buying any more games from a software house which obviously thinks of its customers as deposits to be scraped off one's shoe.

Yours, Richard Brewin, Bradford

DO THE write THING

someone came up with an Amiga you could take to the beach? Imagine how easy it would be to impress the girls with, say, a large inflatable 500 Plus, which you could plonk down on the sand and pretend to type away on without worrying about getting sand in the disk drive. Of course, ideally you'd need an inflatable monitor too, but you could always just sellotape some tinfoil with felt-tip marks on it across the top and kid on it was an LCD. Wouldn't it be great?
Yours inventingly, Bob Palmer, Eastbourne

No.

Dear AMIGA POWER,
Blimey, that *Epic*'s a bit crap, isn't it?
Yours 30-quid-down-the-drainedly, Pete Stevens, Norwich

Yes.

Dear AMIGA POWER,
Is it possible for ELSPA to ban PD, Shareware etc from appearing on magazine coverdisks?
Yours sincerely, Andrew Jones, Ipswich

No.

Dear AMIGA POWER,
Is it really true that there are many inherent deficiencies in an over-centralised media system?
Yours worriedly, Karen Eliot, Edinburgh.

Yes.

Dear AMIGA POWER,
Your mag is brilliant. Can I have a copy of *Sensible Soccer*?
Yours cheapskatedly, the entire world

No.

readers to send in a list of their personal top 10 favourite games. Votes, or maybe a points system (whereby the favourite game gets 10 points and the 10th game gets one point), would be taken on each and every game mentioned, then the games would be ranked in a reader's top 100, the game with the most votes/points having the number one spot, and so on. As far as I can see, a method similar to this would work well and I would look forward to seeing the final readers' top 100, (mainly because *Rainbow Islands* would almost certainly not top it) if, or when, it gets published in AMIGA POWER. To this end, and in case you actually decide to do this top 100, I enclose my own top ten favourite Amiga games ever.

1 - ***Monkey Island 2***
2 - ***The Secret of Monkey Island***
3 - ***Formula 1 Grand Prix***
4 - ***Kick Off 2***
5 - ***Speedball 2***
6 - ***Lotus Esprit Turbo Challenge* (the best two player game ever)**
7 - ***Jimmy White's Whirlwind Snooker***
8 - ***Striker***
9 - ***PGA Tour Golf***
10 - ***SWIV***

Yours Sincerely hoping I win a software prize, Karl Harriman, Wingerworth.

Well, you would have done if you hadn't been sad enough to have Kick Off 2 *at No 4, Karl. Still, great idea...*

'I WILL SEND YOU'

Dear AP,
I think your mag is wonderful, it is the best there is. Now I have said that I can get on with what I am writing to you about. I am blackmailing you! If you do not send me your top five games of all time, then I will send you *Magic Pockets* and a mint-condition issue three of Amiga Action.
Yours sincerely, Luke Rees, Lancing

Mint condition? What, you mean it's got a hole in it?

'WHY?'

Dear Mr Power,
Why? Why? Why? Why? Why? I was not only appalled but also upset to read your plea for sanity in issue number the 15's lettuce page. There is insane correspondence (large pieces of shagpile carpet stapled loosely to feverish marmosets hurled bum first through your Trebante's port window) and mildly humorous but reasonably sane correspondence ie (Sir, I would like... I am appalled... I saw... my dongle has snapped off etc). It seems that the majority of your mailage would swan quite mincingly into the latter category. What does a guy do? Well, whilst playing *Kaopi Rider 2* on my machine I fell right off my perch into the hands of none other than Hugh Scully. Seizing the opportunity I asked Hugh what his views on a Nerys Hughes simulator were. With a blank expression he whipped out his morningstar and made quick work of my plush new boar.

I have enclosed a photograph of my favourite animal (the loris), for its stealthy night time movements and underrated credentials. Let me get to the point for Tarquin's sake, what I want to know is why can't I play with a really surreal game on my Amiga, are there any, can I have one, I feel I am starved for imaginative games.

I would like to see a game where as if by magic a huge majestic carp appears and whisks you off to a magical land where loping rabbits run the police and David Hamilton and Letitia Dean have a fairy tale marriage every night LIVE. If you know of such a game could you kindly tape it (Scotch or gaffa, it makes no difference) to a small, wily but wise dachshund, place some mustard up its trapdoor and send him scuttling round as quickly as possible.

I am greatly obliged for your time and patients.
Yours BALD ONIONS, Hepsibah Jazz, Cambridge/Cambridge

You are Andy Hutchinson of ST Format and we claim our five pounds. Aside from that, though, have you tried Wizkid*? It's slightly unbalanced, and it's from Cambridge too (sort of).*

'OCEAN ARE A CRAP COMPANY'

Dear AMIGA POWER,
A few weeks ago I wrote to Ocean saying somebody was selling pirated games at a market. I asked them what I should do, two weeks later they replied to me with a price list of games I can buy. I think Ocean are a crap company.
Yours, Chris Hughes, Harrogate

'PAMELA BLT CRUST'

Dear AMIGA POWER,
While I was arranging my first year of Amiga Power issues I noticed the letters on the side could be rearranged to form some funny words - like 'Miaow Grape' and 'Ow! Rip A Game!' and 'I Go, Erm... A Paw!' and 'I Page A Worm' and 'Gaa! Worm Pie!'.

Seeing as how I had some spare time between my studies I thought I'd see what I could make of the AP team. Here are my findings...

First, there's Matt Bielby. Also known as 'Mabel Titby'. Or how about 'Bitty Blame', 'Bite My Blat', 'Beat My Blit' or 'Bait My Belt'? Or 'My Table Bit'?

Then there's Gary Penn - or should I say 'Penny Rag'? Or 'Angry Pen' perhaps? Mark Ramshaw turns out to be 'Mr Warmshark' or 'Ah! Ask Mr Warm'. (What boring names those two boys have!)

Did you know you can get a 'Turtle-Scab Lamp' (ugh!) from Stuart Campbell? He's otherwise known as 'Mrs Petula B Talc' or 'Pamela BLT Crust' or 'Carla Belt-Slut, MP'.

'That Queer Miss W' is Matthew Squires - or the 'Ewe That Squirms' shall we say? Can anyone else do any better? I certainly hope so.
Yours, Richard Stilgoe, London
PS I think your mag is the best by the way!

Thanks Gary.

'386-25 80MB'

Dear AMIGA POWER,
I am what you probably be termed as a new reader to AP as I got my Amiga in January 92, and I tried everything (Sega, Atari, Nintendo) before I settled on my Amiga 500. That's when I started to buy your magazine. I have built my own IBM clone 386-25 80Mb and have worked in the computer industry for over five years. I am telling you this to give validation to my complaint which is the letter you printed in issue 14 from Demos Nicholas about the price of AP. Why on earth, or any other planet you may be on, did you print this letter? What a whinger! Your reply was so polite and non objective, I thought maybe you were going in for an OBE or maybe the Pope's job.

You covered the points of overhead and running costs, but missed, what I know, is a very expensive commodity and that's INFORMATION and your magazine is packed with a wide and good range of this commodity. I simply would not buy it otherwise.

To sum it up. I like to save the pennies just as much as the next person, but you pay for what you get, COVERDISKS, MAGAZINE, REVIEWS AND INFORMATION just to mention a few. For £3.75 It's a good deal.

If you like my letter enough (here comes on the knees, hands clasped together bit) for it to be a winner, please don't send me a game. Although I like games I would much more appreciate some back issues of your informative mag or maybe a subscription? Well I did say I was a penny pincher.........
Yours Faithfully, Bryn Rogers, Todmorden.

We didn't make this up, honest. Anyway, that's it for another month. Next issue on these pages we'll hopefully have some competition winners, and even some reasoned debate. It could happen. ●

AND ANOTHER THING...

● Mrs Frances V Shaw of Stowmarket dropped us a line to let us know she's scored a phenomenal 2495 on *Mad Bomber* (coverdisk 13). We're impressed, Frances – can anyone do better?

● Mark Taylor of Bolton – nah, we haven't got time to play totally crap games when there are so many good ones out there. Make it *Sensible Soccer* and you've got a deal.

● Mark Oliver (letters, issue 15) – we've got some mail for you from Pat Reeve. Give us a shout with your full address and we'll pass it on to you...

● 'I enjoyed Gamesmaster. Does anyone wanna make something of it?' says Benaim Ntok of London. Ulp...

● 'ADMIT IT! STUART CAMPBELL'S OKAY!', demands Chris Jager of Faulconbridge, NSW, Australia.
(Okay, I admit it – Stuart.)

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THE BOTTOM LINE

Question: How do you fit two hundred and thirty five attitude-packed game reviews onto five pages? Answer: The Bottom Line – all the gen on the games we've reviewed in the last eleven issues.

THE BOTTOM LINE
(AND HOW TO UNDERSTAND IT)

★★★★★ Excellent ★★★★★ Nearly there ★★★★ Very good
★★★ Has its moments ★★ Flawed ★ Dire

The whole point of the Bottom Line is to cram as much information as possible into this small space. Here's how it works...
The top bit is easy:
GAME NAME
Publisher Price
Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time and the reviewer's initials. If the game appeared in our new, updated All-time Top 100 Games, its position comes next, followed by the mini-review and a rating out of five stars (with red ones for real 'must buys'.) And there you have it – all you could ever possibly need to know about just about every full price game you're even slightly likely to think about buying.

WHO'S WHO AP – Adam Peters ● CC - Colin Campbell ● DG - Dave Golder ● GP - Gary Penn ● JD - Jonathan Davies ● KF - Karl Foster ● MB - Matt Bielby ● MR - Mark Ramshaw ● MS - Matthew Squires ● NW - Neil West ● RL – Richard Longhurst ● RP - Rich Pelley ● SC - Stuart Campbell

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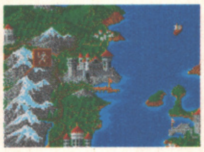


AP11 80% KF
Definitely one of the biggest RPGs you'll ever play, but as you might expect, that means an awful lot of fiddling about with disks. It looks a bit tacky too, but you certainly get plenty of game for your money. ★★★★

THE ADDAMS FAMILY
Ocean £25.99
AP14 88% MB
Highly simplified *Mario* clone, but no less playable for all that. Huge and tough, and while it looks a bit bare in places, there's no shortage of things going on. A goody for sure. ★★★★★

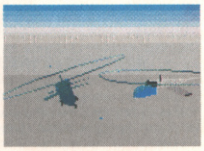
ADVANTAGE TENNIS
Infogrames £25.99
AP12 69% DG
We're still waiting for the definitive Amiga tennis game. This is up there with the best of the contenders, but poor controls let it down. ★★★

THE ADVENTURES OF WILLY BEAMISH
Sierra £34.99
AP12 69% MR
Great plot with some genuinely funny touches of humour, but the game itself is disappointingly straightforward and linear. For £35, it's a bit short on depth to justify buying. ★★★

AGONY
Psygnosis £25.99

AP13 78% SC
The mellowest shoot-'em-up around, with stunning graphics and relaxed, blissed-out gameplay (but utterly tragic music). The six levels won't take you long to get through, though, so watch out if you're after a real challenge. ★★★★

AH37-M THUNDERHAWK
Core £30.99



AP5 86% JD T100 No.67
A helicopter flight sim that's really more of a straight arcade blaster, with loads of action but not much to look at. The mouse control is a little shaky, but this is excellent fun all the same. ★★★★

ALCATRAZ
Infogrames £25.99
AP13 73% NW
A bit of a pain in one-player mode (you have to play two characters simultaneously), but much more fun with a chum around, this maze game/shoot-'em-up is atmospheric and addictive, if not the biggest thing you'll ever see. Not bad. ★★★

ALIEN BREED
Team 17 £25.99
AP8 82% RP
Ultra-slick *Gauntlet* clone – it gets a bit repetitive but there's loads of top slimy-slaughtering fun to be had beforehand. Not much evidence of one meg being used though. ★★★

ALIEN STORM
US Gold £25.99
AP9 44% NW
Imagine something as simple as *Golden Axe* without the clever sophisticated stuff. Yep, it's really that dreadful. ★

ALTERED DESTINY
Accolade £29.99
AP7 73% JD
Technically it's pretty grim, but a decent enough adventure game beneath the peeling wallpaper and flaking paint on the surface. A long way short of fabulous, though – ultimately it's just another average adventure. ★★★

AMERICAN FOOTBALL COACH
Composer Software £14.95
AP14 21% NW
John Madden Football without the groovy graphics, exciting strategy/arcade blend, competent programming and pretty much everything else. ★

AMNIOS
Psygnosis £25.99
AP9 76% MR
Inspired by arcade classics *Defender* and *Sinistar*, but this omni-directional-scrolling blaster is over-fast, under-controllable and graphically very cluttered. Reasonable fun, but utterly forgettable. ★★★

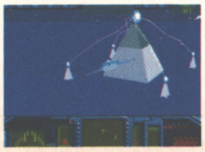
ANOTHER WORLD
US Gold £25.99

AP10 89% MR T100 No.20
Okay, so you'll finish it in a couple of days, but this is absolutely gorgeous stuff, playable and different with an atmosphere all its own. Every new screen is an exciting discovery, and while quantity may be lacking, there's no doubting this one's quality. Let's just hope for a (bigger) sequel soon. ★★★★★

APIDYA
Play Byte £25.99

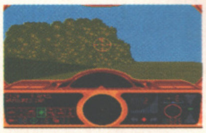
AP13 89% MR T100 No.25
We can't agree whether this is the best Amiga horizontally-scrolling shoot-'em-up ever or only the second-best (its rival is the terminally cool *R-Type 2*), but it's definitely completely excellent, so why are you reading this instead of going out to the shops to buy it right now? Eh? ★★★★★

AQUAVENTURA
Psygnosis £25.99



AP16 38% AP
Over-hyped, nice-looking but repetitive and shallow 3D shoot-'em-up. Okay as an ambient relaxation tool but if that's what you're after, try fitting a coloured light bulb. ★★

ASHES OF EMPIRE
Mirage £34.99



AP16 80% RL
Your mission, should you choose to accept it, is to bring peace and stability to the Confederation of Syndicalist Republics (a not very well disguised USSR/CIS sort of place). *Ashes* is one of those strategy role-playing games that people tend to be scared of, but despite being vast and complicated, it's surprisingly easy to get into and curiously addictive. ★★★★

A320 AIRBUS
Thalion £29.99
AP13 66% DG
You know how people say that if you want to play arcade games, you must have a console? Horrific image-wrecking trainspotter guff like this is the reason why. If you want to fly, go in a plane, don't buy an Amiga. 'Realistic'? Well maybe, but who cares? ★

BABY JO
Loriciel £24.99
AP8 49% MB
It's after you've played *A320 Airbus* that *Baby Jo* starts to look not quite so bad after all. It's a bit primitive and a bit simplistic, but it's cute and it's got a sense of humour, and you can do a lot worse than that in this world. ★★

BACKGAMMON ROYALE
Oxford Softworks £19.99
AP12 45% JD
Too thin a game to justify this price, and no use as a learning tool thanks to the horrible, confusing instruction manual. Buy a real Backgammon set, it's better and cheaper. ★

BARBARIAN 2
Psygnosis £25.99

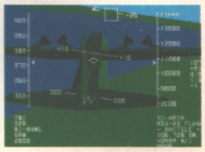
AP9 68% SC
Too little too late, this pretty little arcade adventure is completely lacking in action or challenge. Unless you found *Shadow Of The Beast* a bit too complicated for your liking, you'll get bored very swiftly. ★★★

BATTLE ISLE
Ubi Soft £29.99
AP9 78% SC
A really nice idea, with an excellent control interface, but it falls at the last hurdle thanks to some enormous delays during play and a badly thought-out combat system. There's the germ of a real classic in here, though. ★★★

BIG BUSINESS
Magic Bytes £25.99
AP6 40% JD
A funny business simulation? Well, yes, but the funny bits aren't very funny and the business bits are completely tedious. It's an original idea, but unfortunately it's not a very *good* original idea. ★

BIG RUN
Storm £25.99
AP11 61% DG
With *Lotus II*, *Vroom*, and *Lotus I* on budget, do you really need this third-rate conversion of a second-rate arcade driving game? No, we didn't think so. ★★

BIRDS OF PREY
Electronic Arts £34.99



AP9 81% JD
Incredibly detailed and comprehensive, but the incredibly slow frame update gets in the way just too much for all but the real flight game purist. Lots to see and do (and shoot) if you're really patient though. ★★★

BLACK CRYPT
Electronic Arts £25.99
AP11 85% GP
Real RPG devotees don't seem to go for it – preferring the likes of the *Beholder* games, but there appears to be something about this one which draws in the uninitiated. It's nothing new, but give it a try – you might like it... ★★★

THE BLUES BROTHERS
Titus £25.99

AP7 87% SC T100 No.26
Funny, addictive, colossally playable, crisp and beautiful-looking, gorgeously presented, excellently-designed and magnificently-written. But that's enough about AMIGA POWER, *The Blues Brothers* is fab as well. Our favourite character licence game ever. John Belushi would have approved. ★★★★★

BONANZA BROS
US Gold £25.99

AP9 81% GP
Good conversion of the coin-op, but for some reason it's just not as lovable on home computer formats. Two-player mode is really good fun, but in solo mode it's lacking a bit. A touch slow, and the 10 levels can be played through in no time. ★★★

BOOLY
Loriciel £19.99
AP8 64% MB
Characterful and imaginative little thing, but you really need to force yourself to play it properly. It's quite engrossing, but it's never going to be a No.1. ★★★

BOROBODUR
Thalamus £25.99
AP11 34% SC
Really awful platform game, tied onto reasonably neat driving section which isn't good enough to suffer the horrors before it for. Really badly programmed too. ★

BOSTON BOMB CLUB
Silmarils £25.99
AP7 78% MB
One of the better puzzle games we've seen, with lots of character and a simple but addictive idea neatly executed. Like most puzzlers,

though, it doesn't have lasting appeal and you'll get bored after a while. ★★★

BRAIN BLASTERS
Ubi Soft £25.99
AP7 32% SC
Remember that old parlour game where you got shown a tray full of odd objects for 30 seconds and then had to remember what they all were? Well, now it's on the Amiga for £26. Isn't technology wonderful? ★

BREACH 2 (ENHANCED)
Impressions £29.99
AP10 60% RP
Spectrum-quality graphics, but a more entertaining game than many in the RPG genre. £30 is just silly, though. ★★★

BRIDES OF DRACULA
Gonzo Games £25.99
AP13 59% MS
Astoundingly crude technically, the execution and some elementary design flaws ruin what might have been some top *Spy vs Spy*-esque vampire antics. ★

BUILDERLAND
Loriciel £24.99
AP8 63% MB
Potentially groovy *Lemmings*-type effort, but it's a shame it appears to have been programmed in AMOS. Still quite playable, but too primitive to really hold your attention. ★★★

CAPTAIN PLANET
Mindscape £25.99
AP8 43% NW
Really tragic platform atrocity licensed from one of the lamest cartoon heroes in living memory. Shoddily put-together and a complete waste of a potentially good design. ★

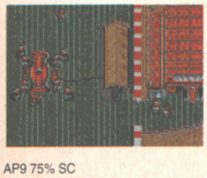
CARDIAXX
Electronic Zoo £25.99
AP9 59% SC
It's nice to see someone try to do a *Defender* for the '90s, but not so nice when it turns out to be as characterless and unplayable as this. Wildly over-sensitive and illogical in play. ★

CASTLES
Interplay £29.99
AP13 58% KF
Could-have-been-fun attempt at a *Sim City*-style epic with castles (surprise!) in it, but it's all too painfully slow and it doesn't even balance the lack of speed with any real depth or realism. ★★

CELTIC LEGENDS
Ubi Soft £30.99

AP9 89% KF T100 No.27
Fans of the 8-bit classic *Chaos* will find that this is the closest the Amiga's yet come to emulating that game's timeless appeal, but with added depth and strategy. A little on the slow side, but enormously compelling and enjoyable. ★★★★★

CHAMPION DRIVER
Idea £25.99



AP9 75% SC
Fast and smooth cross between *Hot Rod* and *Super Sprint*, this is pretty shallow stuff but it's one of the most enjoyable Amiga driving games you'll see all the same. Good achievement/reward balance too. ★★★★

CHAMPIONSHIP MANAGER
Domark £24.99
AP15 38% JD
A very tedious and boring attempt at the football management genre. There's absolutely no football action, but there is a ridiculous amount of disk accessing. Don't waste your money, you'd get more satisfaction flushing it down the toilet. Try Chrysalis' Graham Taylor management game instead. ★

CHE: GUERRILLA IN BOLIVIA
CCS £25.99
AP10 34% RP
About as up-to-date as Che himself. Forget it. ★

CHESS CHAMPION 2175
Oxford Softworks £19.99
AP12 80% KF
Millions of options, loads of difficulty settings, easy to get into, good-looking and instructive, this is almost certainly the best Amiga chess game yet. ★★★★

CISCO HEAT
Image Works £25.99
AP10 66% SC
It's hard to tell if the programmers ever played the coin-op this is supposedly based on, but it's not a bad little arcade driving game in its own right. Then again, it's not exactly good, either. ★★★

CIVILIZATION
MicroProse £34.99

The Tenochtitlan Times

Aztec wise men discover the secret of Bronze Working!

AP16 80% GP
The idea of god-sims, and this one in particular, is very appealing. Few of them really hit the mark, though, and this is one of those that just misses. The interface is a living nightmare of hell, but inside that shoddy body there beats a heart of gold. It's dull and flat to look at but in the end it's such a good idea. Okay if you're patient, but why should you have to be? ★★★

THE COOL CROC TWINS
Arcade Masters £25.99

AP16 65% MS
A mad headbanging extravaganza of platforming crocodile antics. It's bright, colourful and arcadey, but there are too many levels and not enough gameplay variety to keep you entertained for long. ★★★

COVER GIRL POKER
Emotional Pictures/Storm £25.99
AP13 6% MR
A completely amazing game. You'll be amazed at the poor-quality pictures, astounded by the appallingly tacky dialogue, and utterly staggered at how unbelievably bad it is at poker. If you own it, kill yourself. ★

COVERT ACTION
MicroProse £34.99
AP8 81% SC T100 No. 99
Ridiculously expensive but very atmospheric spy 'simulator', with lots of little sub-games (some of which are actually enjoyable, shock horror) actually going together to make a cohesive whole. Shame about that price, though. ★★★★

CRAZY CARS III
Titus £25.99

AP16 88% MR
Probably the best racing game yet – pure arcade fun. It succeeds. A great difficulty curve, excellent power-ups, wonderfully evocative graphics (Boston really looks like Boston) and great sounds. Let down slightly by the lack of a two-player option but otherwise fab. ★★★★★

CRIME CITY
If... £25.99
AP11 30% GP
Nice detective murder-mystery idea, but useless plot development and unpleasant user interface. This could have been good, if only it had had a bit of atmosphere to it. ★

CRIME DOES NOT PAY
Titus £25.99
AP6 13% CC
Really horrible beat-'em-up/shoot-'em-up/bin-'em-up rubbish with a dubious Mafia-based plotline. Crap in almost every meaningful way. ★

CRIME TIME
Starbyte £25.99
AP9 32% RP
Hopeless adventure game, old-fashioned and unoriginal. Really, with the likes of *Monkey Island* around, we don't quite understand why people bother releasing this kind of drivel at all. ★

CRUISE FOR A CORPSE
Delphine/US Gold £27.99

AP6 87% MR T100 No.54
Now this is much more like it. Superbly put-together and carefully-designed, this is one of the top five adventures of all time. An awful lot of disk accessing and swapping, but for once it's almost worth putting up with. ★★★★★

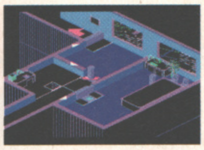
DARKMAN
Ocean £25.99
AP6 59% SC
The absolute nadir of the 'multiple-sub-games-movie-licence' genre (well, except for *Total Recall*, maybe), *Darkman* is shallow, repetitive, boring and completely lacking the need for any skill whatsoever. And that's just the good bits. ★

DEATHBRINGER
Empire £25.99
AP9 54% SC
Wildly impressive 32-level parallax, but there's nothing else to it at all. Even the gameplay that there is (simple hack'n'slash stuff) isn't very well executed. More of a demo than a game. ★★

DEATH KNIGHTS OF KRYNN
SSI/US Gold £25.99
AP7 60% SC
First the good news – this isn't nearly as hateful as *Secret Of The Silver Blades*. Now the bad news – it isn't nearly as good as *Deathbringer*. ★

DELIVERANCE
21st Century Entertainment £25.99
AP14 75% JD
Cruder, more colourful version of *Gods*, without the depth but with a bit more zing to it. ★★★

D/GENERATION
Mindscape £19.95

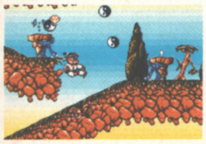


AP16 88% JD
You wouldn't have thought you'd get much of a game out of being a dispatch rider in a genetic engineering lab, but Mindscape have managed it, and for only £19.95. It has elegant and perfectly balanced gameplay with just the right amount of puzzle-solving, shooting stuff, and leaping around. Not so hot in the sound effects or graphics departments but it packs an addictive punch that could easily knock a few teeth out. ★★★★★

DINO WARS
Magic Bytes £25.99
AP6 45% RP
Cute variation on chess, especially the two-player 'not-waiting-for-the-other-player-to-move' version, but the central beat-'em-up bit is crap and the game's a bit thin for almost £26. ★★

DISCOVERY
Impressions £29.99
AP15 75% JD
Ships, history, and the anniversary of Columbus' discovery of America. It's a pretty strange subject for a game, but then the American people have become a very strange sort of race. "Celebrate Columbus' anniversary on the Amiga", sez our Jonathan. Quite. ★★★★

DOJO DAN
Europress Software £25.99



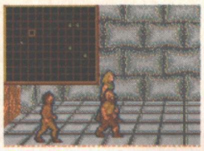
AP16 66% GP
A better than mediocre platform-romp-cum-beat-'em-up thang with some shoot-'em-up shenanigans thrown in for good measure. It can be frustrating to play at times but it can be moderately entertaining too. It's no classic but it has it's moments and is quite pretty to look at. ★★★

DOUBLE DRAGON III
Storm £25.99
AP9 29% SC
While the first two *Double Dragon* games were simplistic and over-easy, at least they looked quite nice. This is much less complex than either of those, and a lot uglier too. ★

DRAGON FIGHTER
Idea £25.99
AP9 56% JD
Novel mix of two styles (*R-Type*ish shoot-'em-up and strategy game), but neither section has been very well executed. The whole thing is pretty slick, but there's nothing much here to keep you entertained for long. ★★

DREADNOUGHTS
Turcan Research Systems £34.95
AP14 80% JD
A naval strategy wargame that Jonathan liked? Nurse! ★★★★

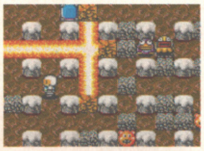
DUNE
Virgin £30.99
AP15 81% DG
A highly polished adventure game which is more of a strategy game-cum-animated-book. It should appeal to adventure fans and non-gaming fans of the book, alike.



★★★★

DYLAN DOG
Simulmondo £25.99
AP16 29% RP
There are loads of extras (graphics and sound) but there isn't really much of a game for them to be attached to. Weird, boring and expensive. Give it a miss. ★

DYNA BLASTER
Ubi Soft £30.99



AP12 83% MB T100 No.13
Good fun by itself, but play this in five-player mode (with the joystick adaptor included) and you'll find entire days disappearing from your life at a time. If you've got any friends at all, this is a complete and utter must. ★★★★★

ELVIRA – THE ARCADE GAME
Flair £25.99
AP10 70% NW
Sort of like a prettier but much cruder version of *Gods*. Not bad, but not exactly thrilling, it's yet another of those 'okayish' jobs (you should know the drill by now). ★★★

ELVIRA II: THE JAWS OF CEREBUS
Accolade £34.99
AP13 33% GP
Totally dull and unexciting (surely the very last thing a game about the larger-than-life Elvira should be) million-disk adventure, and shockingly priced. ★

EPIC
Ocean £30.99
AP15 34% KF
Put that wallet away. The only thing that's epic about this one is is how long we've had to wait for it. It scores on the graphics, and can be fun, but really – it's no game. ★

EUROPEAN CHAMPIONSHIP
Elite £25.99

AP16 59% SC
Having secured the rights to name the game after a famous tournament, you'd have thought Elite would have tried to simulate same. It doesn't look as if they did. As a footy game it's OK, but not up to the standard set by *Sensible Soccer* and *Striker*. Quite fun in a shallow arcadey sort of way but let down by poor graphics and slow play. ★★★

EUROPEAN FOOTBALL CHAMP
Domark £24.99
AP15 64% NW
A bog standard footy game. Forget the coin-op – there was little chance of recreating the fancy graphics here – so instead Domark have concentrated on keeping what gameplay there is up to scratch. A nice try, but it's unlikely to win the cup. ★★★

EYE OF THE BEHOLDER II
SSI/US Gold £35.99

AP14 86% KF
Nothing here that wasn't in the first (classic) game, but generally done that little bit better. Think carefully before buying both, though. ★★★★

FACE OFF
Krisalis £25.99
AP9 60% SC
Manchester United Europe on ice, but less fun. About as good as Amiga ice hockey gets at the moment, though. ★★★

FALLING JEWELS
Soft & Easy £25.99
AP10 66% GP
Very rough-looking but sneakily likeable clone of the Sega *Tetris* clone *Columns*. You could do worse (like any of the official Amiga *Tetris* games, for example). ★★★

FANTASTIC VOYAGE
Centaur £25.99
AP10 77% RP
Average shoot-'em-up distinguished by a lovely lighting effect which lends the game a charming atmosphere, albeit without adding anything to the hackneyed design. ★★★

FATE – GATES OF DAWN
Rainbow Arts £29.99
AP8 70% JD
Finicky and tatty FRPG, only partially redeemed by the fact that it's got some moderately cute babes in it. ★★

FINAL BLOW
Storm £25.99
AP9 33% SC
Astonishingly shallow even for a boxing game, you'll spend half-an-hour completing this and the rest of your life regretting buying it in the first place. So don't. ★

FINAL FIGHT
US Gold £25.99
AP6 82% GP T100 No.80
Very close conversion of one of the few half-decent arcade beat-'em-ups, and probably the only Amiga game in the genre (apart from *IK+*) that's worth playing at all. A couple of minor features missing, but basically really good stuff. ★★★★

FIRE AND ICE
Renegade £25.99

AP14 88% MR
Magic Pockets, but fast and good. ★★★★★

FIRETEAM 2200
Internecine £29.99
AP13 31% DG
Quite breathtakingly horrid-looking, and seriously dull to boot. Just another wargame, really. ★

FIRST SAMURAI
Ubi Soft (with Mega lo Mania) £30.99
AP8 91% SC T100 No.14
One of the most beautifully-constructed and playable arcade adventures the world's ever seen, with truly stunning sound into the bargain. This is the way it

should be done, always. ★★★★★

FLOOR 13
Virgin £30.99
AP14 75% MS
Tense sim of a covert department of the secret service. Plausible, and wonderfully gripping, if a bit expensive side for a game with no colour or moving graphics. ★★★★

FOOTBALL DIRECTOR II
D&H £24.99
AP8 55% CC
Zzzz. ★

FORMULA ONE GRAND PRIX
MicroProse £34.99

AP7 92% GP T100 No.2
Probably the most stunning technical achievement seen in Amiga games programming to date, but more importantly, a superbly and endlessly playable game to boot. Monstrously impressive in every way – buy this or we'll shoot you. ★★★★★

4D SPORTS BOXING
Mindscape £25.99
AP9 40% GP
The fourth dimension is, er, a really boring place to be. ★

4D SPORTS DRIVING
Mindscape £25.99
AP11 69% NW
A quite neat *Race Drivin'* clone, somewhat spoiled by the really clumsy and thoughtless approach to disk swapping. ★★★

FLAMES OF FREEDOM – MIDWINTER II
MicroProse £34.99
AP6 80% MB
Weeks and weeks of exploring, but the shaky and inconsistent game logic blows the atmosphere a bit. Falls between the two stools of action game and strategy epic a little awkwardly. ★★★

FLIGHT OF THE INTRUDER
Image Works £30.99
AP8 83% JD
Surprisingly enjoyable and zappy flight sim based on one of the US Navy's clunkier old airborne warhorses. Bags of quirky character. ★★★★

FUZZBALL
System 3 £19.99
AP9 80% MS
This *Bubble Bobble*-esque arcade platformer is almost there, but the stupid control and sky-high difficulty puts a very hefty spanner in its works. Could have been great, but isn't. ★★★

GEISHA
Tomahawk £25.99
AP6 5% GP
Spectacularly awful mishmash of half-a-dozen game styles, executed with a breathtaking lack of competence, with a truly tasteless plot slapped on top. We admit it, we over-rated this one. ★

GLOBAL EFFECT
Millennium £29.99
AP13 60% JD
Sim City goes Green, but doesn't quite cut it gameplay and control interface-wise. Some very poor design logic makes it something of a chore. ★★

GO
Oxford Softworks £19.99
AP12 80% SC
Unsophisticated but workable version of one of the true (and often ignored) classics of boardgaming. 100 skill levels and a handicapping system gives everyone the chance to play this absorbing and challenging game. ★★★★

GOBLIIINS
Tomahawk £25.99

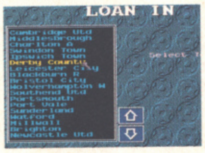
AP16 79% MR
Whatever it is they give those French game designers, we'll have doubles. *Gobliiins* is a quirky, not to say utterly weird, puzzler in typical Gallic style. The characters are irredeemably stupid but you'll love them just the same. Not exactly *Another World* but better than *Pushover*. ★★★★

THE GODFATHER
US Gold £30.99
AP10 56% MS
The Godfather saga –just try to imagine how much potential there is for a really great game in there. Then look at this godawful witless *RoboCop* clone and cry for a day and a half. ★

GOLDEN EAGLE
Loriciel £28.99
AP10 55% JD
Icky *Rolling Thunder* playalike with cute animation but no noticeable gameplay. Uninterestinhg, uninspired and un-French. ★

GRAEME SOUNESS VECTOR SOCCER
Impulze £25.99
AP10 32% SC
A brave effort, but while the vector graphics work pretty well, the soccer bit fails miserably. File under 'nice try, no cigar'. ★

GRAHAM TAYLOR'S SOCCER CHALLENGE
Krisalis £25.99



LOAN IN
Cambridge Utd
Middlesbrough
Charlton A
Swindon Town
Ipswich Town
Derby County
Leicester City
Blackburn R
Bristol City
Wolverhampton W
Southend Utd
Portsmouth
Port Vale
Sunderland
Watford
Millwall
Brighton
Newcastle Utd
Select

AP16 82% AP
Poor old Graham gets a lot of stick these days and there are many that would say he deserves it. Apparently he was involved in the development of this football manager sim and, if that's the case, his detractors will have to give him some grudging credit for a job well done. It's a game stuffed full of features, with some quite entertaining action scenes thrown in. Some niggling flaws but overall quite satisfying. ★★★★

GREAT NAPOLEONIC BATTLES
Impressions £29.99
AP10 63% RP
Duff wargame with a built-in editor so you can actually make it as much fun as you want! Allegedly. ★★

HAGAR THE HORRIBLE
Kingsoft £25.99
AP9 65% MS
A more expensive version of *The New Zealand Story* with Vikings in it. Surprisingly enough, though, it's less cute. ★★★

HARE RAISING HAVOC
Disney £25.99
AP12 28%SC/68% MR
It looks nice, but there's about as much gameplay in here as there is in a big empty box marked 'Gameplay-Free Zone'. It's quite funny) but you'll never play it more than once. If you've got a hard drive (and you can't play this any other way), don't waste its memory space. ★

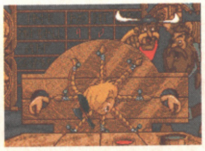
HARLEQUIN
Gremlin £25.99

AP11 91% SC T100 No.15
One of the most complete, entertaining, addictive and imaginative games of any kind ever seen on the Amiga, *Harlequin* is a tour de force of programming and design. It's the game *Roobocod* should have been. Platforms and spacehoppers have never been so much fun. ★★★★★

HARPOON (WITH BATTLESET II)
Electronic Arts £34.99
AP11 64% JD
Phenomenally detailed, but you'll have to be a retired Admiral to have enough time on your hands to play it properly. ★★

HEARTS OF CHINA
Sierra £34.99
AP10 84% MR
Lots better than most recent Sierra efforts, but still very linear, and if you haven't got one meg and a hard drive, forget it completely. ★★★★

HEIMDALL
Core Design £30.99

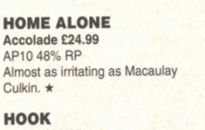


AP8 86% MB T100 No.46
If you're fed up of appallingly tatty RPGs, why not show some programmers this? Accessible, playable, gorgeous to look at, but still holding plenty of depth and challenge, this is the way the genre should be going. ★★★★★

HERO QUEST: RETURN OF THE WITCHLORD
Gremlin £14.99
AP7 80% JD
A clutch of new levels for the pretty groovy board game conversion. Nothing remarkable, but it certainly extends the game's life. ★★★

HOME ALONE
Accolade £24.99
AP10 48% RP
Almost as irritating as Macaulay Culkin. ★

HOOK
Ocean £25.99



AP15 84% MR
The atmosphere of Spielberg's Hook movie is nicely captured, but there isn't really all that much to it. It's small and shallow, but still jolly nicely formed.★★★★

HOSTILE BREED
Palace £25.99
AP15 82% MR
Brave, different, and mostly successful attempt to add intelligence to the shoot-'em-up. Sadly it's the shoot-'em-up bit that lets the side down. A little more attention should have been given to the arcade side of things. ★★★★

HOT RUBBER
Palace £25.99
AP14 50% GP
Completely take-it-or-leave-it motorbike racer that looks pretty sad next to *Vroom* and *Super Hang-On*. ★★

HUDSON HAWK
Ocean £25.99
AP7 75% SC
Almost a prototype *Titus The Fox*, this is an almost-great cartoon platform effort ruined by a hideously unfriendly inertia-heavy control system. Still more cohesive and enjoyable than the usual movie licence game, though. ★★★

IAN BOTHAM'S CRICKET
Celebrity Software £25.99
AP16 41% AP
Even if you're a fan of cricket, you have to admit that it can sometimes be a bit boring. *Ian Botham's Cricket* is tedious no matter what you think of the real thing. Livens up a bit as a two player game but overall it's a bit of a duffer. ★★

INDY HEAT
Storm £25.99
AP11 63% SC
A very good conversion of the arcade game, but it's just too easy and it lacks the addictive life of *Super Off Road*. Excellent fun with a couple of friends round all the same, though. ★★★

INTERNATIONAL SPORTS CHALLENGE
Empire £29.99
AP16 78% MR
Being Olympics year, 1992 was bound to spawn a few sports sims. This one features swimming, diving, cycling, show jumping, skeet shooting, and a marathon. It has its fair share of joystick waggling (on the swimming and cycling) but the other events make up for it with fun gameplay and the graphics are decent enough. Not brilliant, but good enough if you have a few friends round on a rainy afternoon. ★★★

ISHAR
Silmarils £29.99
AP15 78% KF
An atmospheric experience with many thoughtful and original touches to set it apart from the rest of the RPG field. The only problem is that it's possible to stumble around for a long time before getting into the real meat of the action. ★★★

JAGUAR XJ220
Core Design £25.99
AP15 85% JD
Sadly this game hasn't improved at all on *Lotus II*, with lack of driving excitement and cars on the road being two major problems. On the other hand it does have a lap rather than course structure, excellent weather effects and a track editor. Among the better of the sprite based driving games, but *Lotus II* is still the firm office favourite. ★★★

JIM POWER
Loriciel £25.99
AP15 78% MR
No ground breaker, but a smooth and silky (if slightly gaudy) platform shoot-'em-up effort – what it lacks in originality it more than makes up for in evidence of sheer effort and good design. Not at all bad.★★

JOHN BARNES EUROPEAN FOOTBALL
Krisalis £25.99
AP14 74% GP
A very similar game in play to *Manchester United Europe*, but the tiny area of pitch visible on screen cuts down the tactical scope dramatically, although it bumps the speed up significantly. Good fun, but shallow. ★★★

JOHN MADDEN FOOTBALL
Electronic Arts £25.99

AP11 90% NW T100 No.23
Limited entertainment with a single player, but one of the most involving, absorbing and hugely playable two-player games ever. Only for fans of the sport, though. ★★★★★

KID GLOVES 2
Millennium £25.99
AP10 58% SC
Something of a wasted licence – this actually used to be called *Little Beau*, but had the *Kid* name tacked on at the last minute to no great effect. Essentially *Super Wonder Boy*, but a bit more crude. ★★★

KNIGHTMARE
Mindscape £30.99
AP9 74% MR
Something of another wasted licence, with all the potential of the TV show passed over in favour of, basically, a rewrite of Tony Crowther's earlier game *Captive*. It's all very clever, but the atmosphere just isn't really there. Very tough too. ★★★

KNIGHTS OF THE SKY
MicroProse £34.99

AP8 87% JD T100 No. 9
This is what it's really all about in the flight sim department. You can keep your *F-15*s and your *A320 Airbuses*, *Knights Of The Sky* captures the daredevil feel of the magnificent men of WW1 perfectly, with glorious dogfighting and lots of tricky missions. No collection should be without it. ★★★★★

KING'S BOUNTY
New World Computing £25.99
AP6 84% SC
It's worryingly rare that we see a strategy RPG type of thing that's actually been written by someone who can program properly, but this one certainly fits the bill. Accessible (our favourite word at the moment) and fun but still with plenty of depth, try this one out. ★★★★

KING'S QUEST V
Sierra £39.99
AP7 83% MR
Pretty impressive adventuring stuff, if a bit limited plot-wise (and certainly not up to Lucasfilm standards). Graphically excellent, but once more this is for hard drive owners or the unbelievably patient only. ★★★★

LAST NINJA 3
System 3 £35.99
AP7 80% SC
Not quite as unplayable as the previous games in the *Last Ninja* series, but still a bit of a nightmare in the control department. More technically advanced, but pretty deficient character-wise, this just doesn't really grab you. ★★★

LEANDER
Psygnosis £25.99

AP10 83% MR T100 No.56
Slick, smooth and highly professional platforming antics (and the hero wears a silly hat too) – a bit on the generic side, but no less enjoyable for that. Plenty of it too. ★★★★

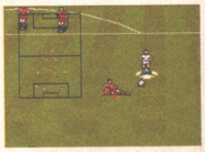
LEGEND
Mindscape £30.99
AP14 91% KF
An RPG that's got everyone in the AMIGA POWER office playing it has to be something pretty special, and that's just what this is. Well-balanced and easy to get into, we can't think of a single serious flaw. ★★★★★

LEISURE SUIT LARRY 5
Sierra £34.99
AP11 50% KF
The kind of thing that makes buying a Super NES suddenly seem like a really good idea. Inept, unfair, morally-dubious, and about as nice to look at as your average motorway pile-up. Face it, it's rubbish. ★

LINKS
US Gold £37.99

AP16 70% MS
Links is easier to play than either *MicroProse Golf* or *PGA Tour Golf*. It looks absolutely fabulous and is an almost flawless golf sim. Its major fault (and it's a MAJOR fault) is that it's so slow that a three-toed sloth on mogadon would look like a champion sprinter by comparison. ★★★

LIVERPOOL THE COMPUTER GAME
Grandslam £25.99



AP16 65% SC
It's a football game and it's based on Liverpool FC. What more do you need to know? Oh alright then. It's easy to get into, but lacks any real depth. There's not much of the pitch on the screen at any time so tactics are out. It looks OK and has a lot of good ideas but overall it doesn't really make it. ★★★

LORD OF THE RINGS
Electronic Arts £29.99
AP9 63% MR
Very atmospheric, with a friendly control interface, but the Amiga really creaks as it tries to keep it all going. Only for those who aren't in a hurry. ★★★

LOTUS TURBO CHALLENGE II
Gremlin £25.99
AP7 87% CC T100 No.42
There's still a powerful office lobby that says this game isn't as good as *Lotus 1*, but nobody's arguing with the fact that this is an excellent and superbly-executed racing thriller. Consider *Vroom* first, though. ★★★★

include UK VAT. We also accept cheques, POs and official purchase orders. © 1998 HiSOFT. E&OE.

LURE OF THE TEMPTRESS

Revolution £30.99

Close
Lock
Open
Unlock

AP15 88% MS

Not as big as *Monkey Island 2*, but it's seven quid cheaper and has a lot fewer disks. It doesn't contain as much humour as *MI2*, but if you prefer the slightly more serious approach to adventures you'll love it . You won't be disappointed. ★★★★★

MADDOG WILLIAMS

Game Crafters £30.99

AP12 47% JD

Stupendously run-of-the-mill Sierra-game clone that's more 'average' than actual 'crap' – but why not blow your £31 on something that's actually 'good'? ★★

MAGIC GARDEN

Electronic Zoo £25.99

AP9 55% MB

Novel 'keep-the-garden-functioning-by-doing-ten-things-at-once' idea, but in action it simply doesn't grab you. You can't, indeed, see the wood for the twee. (Sorry, that was too good not to use again...) ★★

MAGIC POCKETS

Renegade £25.99

AP6 75% MB

The game that made *Gods* look varied and exciting, *Magic Pockets* showed that the Bitmap Brothers weren't infallible after all. Dull and fiddly to play, it's not actually dreadful but it was certainly a colossal disappointment. Boring, basically. ★★

THE MANAGER

US Gold £25.99

AP14 36% SC

Everything that's tedious and inept about football management games can be found in this hopeless pile of old nob. A million statistic screens and incomprehensible icons make *The Manager* knuckle-chewingly painful to play, with no redeeming features at all. Avoid desperately. ★

THE MED CONFLICT – BATTLESET 3

Electronic Arts £14.99

AP12 65% JD

Oh, please. This is such a specialist naval wargamer's thing that we seriously doubt a single one of our readers is in the slightest bit interested in it. Prove us wrong (all you Village People fans). ★★

MEGAFORTRESS

Mindscape £30.99

AP16 82% RL

Pull on that battered leather flying jacket, polish up your Ray-Ban Aviators and be the pilot of a B-52. At first glance it could be a bit of a techie nightmare, but it's surprisingly entertaining. The wide variety of tasks and enthralling atmosphere will keep you glued to the screen but the lack of ground detail loses the game a few marks. Atmospheric strategy flight-sim. ★★★★

MEGATRAVELLER 2

Empire £29.99

AP16 60% AP

A positively massive sci-fi FRPG with everything including the kitchen sink. Great scope for independent exploration and 'doing your own thing'. *Megatraveller* was deep, the sequel is even deeper – it just doesn't have any water in it. There's a great game hidden in there somewhere, but you're the one who has to hunt it out. For fans only. ★★★

Cliff Richard
ancients
I.D. CHECK

ANCIENTS: The Ancients were a race of intelligent non- humans who inhabited the general region of the Spinward Marches approximately 300,000 years ago. Ancient artifacts and archaeological evidence from excavations of the few known Ancient sites indicate that the race destroyed itself during a

MERCENARY III

Novagen £29.99

AP10 50% KF

Disappointingly lacklustre sequel to the pretty entertaining previous two *Mercenary* games. Looks dreadful and there's not a lot to do. ★★

MICROPROSE GOLF

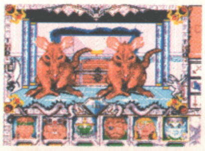
MicroProse £34.99

AP8 84% SC T100 No.50

Lovely 3D golf sim with lots of frills, but the core of the gameplay isn't all it should be, and it's sort of embarrassing watching the Amiga simply throw away the bits of screen it can't cope with moving around. ★★★★

MIGHT & MAGIC III

New World Computing £35.99



AP16 87% RP

If you've always thought you might like to get into FRPGs then this is as good a place to start as any. It's got auto-mapping; effective combat; big, deep realistic gameplay; and almost everything else you could ever want from an FRPG. The sound and animation aren't up to much but they never are. *M&M III* is a real sweetie. ★★★★

MIG-29M SUPER FULCRUM

Domark £39.99

AP7 80% CC

Wildly over-priced and over-serious sim that needs a lot more action and a bit more interesting scenery if it's going to get people to fork out 40 quid for it. ★★

MILLE MIGLIA

Silmulmondo £25.99

AP15 53% MB

A slow, vintage car style driving game dressed up in authenticity. Great for fans of the classic car, of dubious worth for the rest of us. If you like fast driving games, forget this and go for *Lotus II*. ★★

MONKEY ISLAND 2

US Gold £37.99

Deep in the Caribbean, hid
an endless storm, lies LeCh
Fortress...

AP15 90% GP

A worthy sequel – and to be a worthy sequel to the excellent *Monkey Island* takes some doing. Despite a few flaws, it's essential if you enjoyed the first game, with enough in the way of improvements and changes to keep you on your toes. ★★★★★

MOONSTONE

Mindscape £30.99

AP9 73% NW

Well, being able to alter the level of goriness is a nice touch. This RPG hack-'em-up looks good, but the game doesn't flow and it's not as involved as it'd have you believe. ★★★

MONSTER BUSINESS

Eclipse £19.99

AP6 80% SC T100 No.98

Look beyond the tacky graphics of *Monster Business* and you'll find a superb platform game in the classic arcade tradition. *Manic Miner* meets *Dig Dug* and has a completely brilliant time, we think. ★★★★

MYTH

System 3 £25.99

AP15 67% GP

System 3 certainly get an 'A' for effort. *Myth* is a well-researched and, by and large, lively project with high-spots of gloss and variety. Unfortunately it lacks real depth, and some of the puzzle logic is crazy. ★★★

NAPOLEON 1

Internecine £29.99

AP8 39% JD

Aaaaarrrrrggghhhh! ★

NECRONOM

Linel £25.99

AP9 78% SC

Offputtingly tacky-looking at first, but worth sticking with to discover the challenging and imaginative (for a shoot-'em-up, anyway) game hidden beneath the surface. ★★★

THE NEVERENDING STORY II

Linel £25.99

AP10 42% JD

Lots of little sub-games, but nothing that really gives you any feel for the film at all. Even in a genre with some real junk around (ie the multiple-sub-games movie licence), you can find lots of better examples than this. ★

OH NO! MORE LEMMINGS

Psygnosis £25.99 (data disk version £19.99)

OUT 2
IN 00%
TIME 1-55

AP9 82% SC

A sadly missed opportunity to do something really interesting, but if you're a *Lemmings* lover who wants a new load of screens in the same vein as before, you'll be in seventh heaven. The difficulty curve is crap, though, and it's overpriced. ★★★★

OPERATION COM-BAT

Merit Software £25.99

AP16 39% RP

It's a war game and it's not very good. OK? ★

ORK

Psygnosis £25.99

AP12 66% NW

This isn't a more complicated and less zappy version of *The Killing Game Show* at all – not! ★★★

OUTRUN EUROPA

US Gold £25.99

AP7 74% MB

Two years too late, this isn't a bad game, but compared to *Lotus 2* and *Vroom*, it's left standing at the starting line. The programmers seem to have got bored half way through, too. ★★★

PACIFIC ISLANDS

Empire £29.99

AP13 87% MR T100 No.63

Brilliantly exciting and tense tank sim that improves over its predecessor *Team Yankee* by a factor of four. A little complex for the arcade junkie, but fab all the same. ★★★★★

PANZER BATTLES

Strategic Studies Group £25.99

AP12 62% JD

Quite bright and colourful, but suffers from Crap Indistinguishable Icon Disease. ★★

PARASOL STARS

Ocean £25.99

AP11 88% SC T100 No.18

Much more in the vein of *Bubble Bobble* than *Rainbow Islands*, this is a great all-action platformer with a particularly inspirational two-player mode. Not quite the same addictive pull as its immediate predecessor, though. ★★★★★

PGA GOLF COURSE DISK

Electronic Arts £14.99

AP11 75% RP

Some extra bits for one of the grooviest sports games ever – has to be a good thing, really. (Unless you're sick of it already.) ★★★

PEGASUS

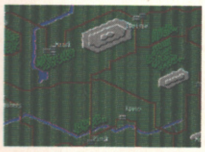
Gremlin £25.99

AP8 69% MR

Two-style shoot-'em-up with beautiful graphics but deeply uninspiring gameplay. Alright but brain dead and lifeless. ★★★

THE PERFECT GENERAL

Ubi Soft £34.99



AP16 75% RP

Just when you thought it was safe to generalise about war games being dull, Ubi Soft manage to come up with one that's fun to play. Pitched about right for experienced players and beginners alike, we're convinced that *Perfect General* is a major contribution to something or other.★★★

PINBALL DREAMS

21st Century Entertainment £25.99

AP12 87% SC T100 No.78

'But it's only a pinball game'. Yeah, and a Ferrari F40's only a car, but what the hell's that got to do with anything? Supremely gorgeous and it'll last you a lifetime – what more could you possibly ask for? ★★★★★

PIT-FIGHTER

Domark £25.99

AP7 64% MB

The kind of thing which rather worryingly passes for coin-op entertainment these days looks completely sad and weedy on a little Amiga screen. Skip it unless you've got some serious psychological problems. ★★

POPULOUS II

Electronic Arts £29.99

AP8 93% MB T100 No.8

Superb sequel that improves dramatically on what was, for most people, one of the best games of all time. If that's not a good enough recommendation, we don't know what is. Our highest-ever mark for a full-price game. ★★★★★

POPULOUS WORLD EDITOR

Electronic Arts £14.99

AP10 70% GP

Don't like the graphics or the landscapes in the original *Populous*? Fiddle around with them (and the worlds, of course) with this handy, if ultimately rather limited, toolkit. ★★★

POWERMONGER: WW1 EDITION

Electronic Arts £14.99

AP12 65% JD

Gives the original game a shot of much-needed character, but beyond that it doesn't really add anything to the original. ★★

PROJECT X

Team 17 £25.99

AP13 78% SC T100 No.82

We thought this was going to be a contender for game of the year, but we were wrong. Slick and brash and arcadey, but also bugged and dramatically under-playtested. A crying shame. ★★★

PSYBORG

Loriciel £25.99

AP14 65% GP

Hyper-fast tunnel racer that's quite good fun when you get into it, but still miles too thin for a full-price product. ★★★

PUSHOVER

Ocean £25.99

AP14 79% MR

Not-entirely-unpleasant little puzzler, but relies rather more on trial-and-error than actually stretching your mental faculties to any serious degree. The best domino-toppling game on the Amiga, though. ★★★

RACE DRIVIN'

Domark £25.99

AP13 72% NW T100 No. 47

A far better effort than Domark's original *Hard Drivin'* conversion, but still uncomfortably prone to wildly over-sensitive control. Still, if you liked the arcade game you'll etc. ★★★★

REALMS

Virgin £29.99

AP9 84% KF T100 No.47

It's basically just a slightly more complex version of the old *Kingdoms* game, but it's all beautifully done. The game can occasionally descend into repetitive number-juggling, though. ★★★★

RED BARON

Dynamix £34.99

AP12 19% GP

On a few thousand quid's worth of PC kit this is a reasonably exciting WW1 flight sim. On the Amiga it's one of the crappiest bits of crappy old crap there's ever been. Only for those of you who find snails thrillingly fast. ★

RISE OF THE DRAGON

Sierra £34.99

AP7 79% JD

Quite neat, this one. It's different and evocative, but the game's a pretty simple one when you get down to it. Yet again, though, don't bother if you're not one of those rare (and lucky) hard drive-owning types. ★★★

RISKY WOODS

Electronic Arts £25.99

AP15 82% MS

Lacking variation and depth, *Risky Woods* does compensate with plenty of frenzied, and atmospheric platform action. On a par with *Leander*, it's a good buy for fans of the genre, but by no means a must. ★★★★

ROBOCOD

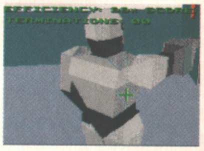
Millennium £25.99

AP7 87% CC T100 No.66

Not quite, perhaps, the console-beater everyone thought it was at first, *Robocod's* still a cute and lovely platform romp. It's a shame it's not a bit (well, okay, a lot) tighter, but it's still worth a play or three. ★★★

ROBOCOP 3

Ocean £25.99

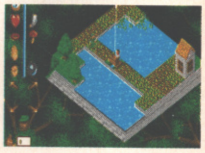


AP10 85% MB T100 No.71

The most surprising film licence in ages, this really brings out the feel of the film, with lots of fast-paced action depicted in impressive 3D vectors, with lovely presentation into the bargain. It doesn't quite hang together as a game, perhaps, but brave, and a definite success. ★★★★★

ROBIN HOOD

Millennium £25.99



AP6 79% CC T100 No.71

Very likeable and witty RPG-ish adventure romp, but lots of annoying little quirks drag it down a bit. Not a worldbeater, but lots more fun than you might expect. ★★★★

ROBOZONE

Image Works £25.99

AP9 39% SC

Useless three-section arcade game. The first (platform) bit's crap, the second (3D maze) bit's really crap. The last (shoot-'em-up) bit isn't worth playing the other two bits for. ★

RODLAND

Storm £25.99

AP6 86% SC T100 No.31

Absolutely lovely platform-game coin-op conversion that's actually better than the original. Far too cute to be true, far too good a game not to own. ★★★★★

ROLLING RONNY
Virgin £25.99
AP7 50% CC
Sweet and challenging scrolling platformer with a lovable hero and some really crisp graphics, but the levels are too long, hard and repetitive to keep you interested for all that long. ★★★

RUBICON
21st Century Entertainment £25.99
AP13 74% RP
Bland horizontally-scrolling shoot-'em-up, too far behind the pack to be really worth buying at this price. Nice weapons, though. ★★★

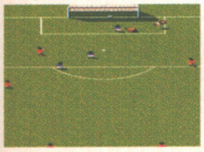
RUGBY COACH
D&H £24.99
AP10 42% RP
Football management, without the interesting football bits. You don't want to buy this, you really don't. ★

RUGBY – THE WORLD CUP
Domark £25.99
AP8 86% CC T100 No.74
No-nonsense no-frills heavy-duty joystick waggle frenzy in this *Kick Off*-like rugby licence. A bit easy to beat, but great, exhausting fun against another human player all the same. ★★★★

SAMURAI: THE WAY OF THE WARRIOR
Impressions £29.99
AP14 55% AP
Good presentation, but when you get into the game proper it's just one more tacky and unfriendly wargame. One for ninja fetishists. ★

THE SECRET OF THE SILVER BLADES
SSI/US Gold £25.99
AP6 8% SC
Look at *Eye Of The Beholder 2*. Look at this. Now ask yourself why you should continue to put up with such sub-standard drivel when it's so obviously possible to do so much better. Fail to find an answer. ★

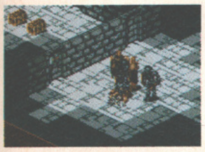
SENSIBLE SOCCER
Renegade £25.99



AP15 93% SC
An unbelievably playable, fabulously realistic, and amazingly atmospheric football game. The best two player game available on the Amiga and probably one of the top two Amiga games of all time. Do yourself a favour – buy it! ★★★★★

7 COLOURS
Infogrames £19.99
AP8 47% JD
Nice idea, but once again a puzzle game turns out to be more a test of chance than a genuine brainteaser. Never mind, eh? ★

SHADOWLANDS
Domark £29.99



AP11 87% MR T100 No.49
Very lovely RPG with a neat light-and-darkness effect, which (despite the fact it does have some gameplay implications) is mainly just a cosmetic gimmick on top of what's a well-designed and absorbing game. Good stuff, though occasionally a tad sluggish. ★★★★

SHADOW SORCEROR
US Gold £27.99
AP8 71% MR
Not very accessible – and not very appealing to FRP purists either – this is an awkward, disjointed and generally unfulfilling game. Worth a try if you're after something a bit different, though *Shadowlands* does it better. ★★★

SILENT SERVICE 2
MicroProse £34.99
AP6 86% CC T100 No.62
Fantastically gripping and atmospheric submarine simulation, not that it's got much competition to shine against. If you've ever fancied yourself in a U-boat or a hunter-killer, you'll love this to death. ★★★★★

SIM ANT
Ocean £34.99
AP14 59% MB
Some of the most appaling programming seen in a professional game in years ruins what could have been a really interesting concept. Even if you've got a hard drive, forget it. ★

SMASH TV
Ocean £25.99
AP9 81% MR
Massively disappointing conversion of one of the best coin-ops in years. Written in such a way as to cater for the American market, so why should you spend any of your hard-earned Sterling on it? ★★★

SPACE 1889
Empire £30.99
AP9 74% SC
Inferior follow-up to *MegaTraveller*, although it's not a bad RPG thing in its own right. The idea is a lot more interesting than the execution, though. ★★★

SPACE ACE II
Empire £34.99
AP10 17% SC
Look, it's simple. Are you a total cretin? Do you want to see crap games come out on the Amiga in the future? If the answer to those questions is 'no', don't buy this game. There's nothing else to it. ★

SPACE CRUSADE
Gremlin £25.99
AP12 85% KF T100 No.60
Excellent boardgame conversion which does away with all that tedious faffing around with bits of plastic and dice, but doesn't lose any of the features of the original game. Very classy. ★★★★

SPACE GUN
Ocean £25.99
AP12 69% MR
Zappy *Operation Thunderbolt* clone, but nowhere near as good as *Operation Thunderbolt*. Fun with a Trojan Light Phaser, but not much else. ★★

SPOILS OF WAR
Internecine £29.99
AP14 45% JD
Tedious rubbish. We've said it often enough by now, but just to reiterate – something being a wargame isn't an excuse for it being programmed to sub-1986 standards. ★

STARUSH
Ubi Soft £25.99
AP14 64% SC
Lots of nice touches in this zodiac-inspired blaster, but unfortunately they're not attached to a decent game. Not a rip-off, but not worth buying either, paradoxically enough. ★★★

STEEL EMPIRE
Millennium £29.99
AP11 63% RP
There aren't many wargames set in the near future, but this is, er, one of them. It didn't set our hearts on fire, but being objective this is quite good. Only quite good, mind you... ★★★

STEVE McQUEEN WESTPHASER
Loriciel £25.99
AP10 25% SC
A funny cartoon version of *Operation Wolf* set in the Wild West is undoubtedly a good idea, but it would be an even better idea to make it playable too. It might be even more fun to put Steve McQueen in it at some point as well. ★

STORM MASTER
Silmarils £25.99
AP11 86% MS T100 No.72
Another *Kingdoms* game, but there's lots more to do in this one than *Realms*, and there's more variation to the gameplay too. ★★★★

STRATEGO
Accolade £25.99
AP7 52% CC
Technically good conversion of a board game that simply doesn't work as a human-vs-computer effort. And you can't even play another person at it, either. ★★

STRIKER
Rage £25.99
AP15 76% SC
Fast moving and immediately playable, but it's just a bit too sophisticated for its own good, proving very frustrating unless you select one of the top sides. At the end of the day *Striker* lacks the necessary polish to make it stand up to the sheer class of the all-conquering *Sensible Soccer*. ★★★

STRIP POKER DELUXE II
CDS £25.99
AP8 7% CC
The only good thing about this is that it plays a better game of cards than *Cover Girl Poker* does. It's still complete and utter rubbish, though. ★

STRIKE FLEET
Electronic Arts £29.99
AP9 64% CC
Lots of really interesting guns and stuff to use, and a huge manual to plough through. But it's a surprisingly shallow game when you look closely at it. Not much cop. ★★

SUPER SPACE INVADERS
Domark £25.99
AP8 51% RP
A groovy arcade game becomes a total disaster of slowness and programming incompetence on the Amiga. More like the 1977 original than the sexy *Super Space Invaders* coin-op, this is junk. ★

THEIR FINEST MISSIONS
US Gold £15.99
AP7 70% JD
Interesting enough, but there's nothing here you couldn't get for free by using the original game's custom mission option. Save your money, unless you're a terminally lazy fan of *Their Finest Hour*. ★★

THUNDER BURNER
Loriciel £19.99
AP10 30% RP
Utterly nightmarish kind of *Buck Rogers* meets *Space-Harrier*-thing. A drab shoot-'em-up without the nifty flying-around-bits from *Space Harrier*. Fun VCR feature but this is the kind of thing that gives the French a bad name. ★

THUNDERJAWS
Domark £25.99
AP8 17% SC
Then again, the British don't come out too well either if you look at this sort of thing. Average *Rolling Thunder*-type coin-op, dreadful conversion, and that's all you need to know. ★

TERMINATOR 2
Ocean £25.99
AP6 65% CC
Compare this multiple-sub-games tragedy to *Hudson Hawk* to see how you should and shouldn't (not in that order) do a movie licence game. Pathetically dire, if we're being honest about it. ★

TILT
Genias £25.99
AP10 50% JD
Similar in many ways to *Boston Bomb Club*, but a whole lot less lovable, this is a simplistic and repetitive puzzler that doesn't bear up to more than a few games. ★★

TIP OFF
Anco £25.99
AP10 75% GP
Pretty iffy attempt at transferring the success of *Kick Off* to a basketball game, spoiled by dodgy control and the fact that basketball simply doesn't work the same way as football does (not that *Kick Off* played much like football anyway). ★★

TITUS THE FOX
Titus £25.99

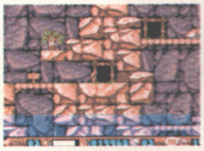
AP12 88% SC/MR T100 No.22
Hudson Hawk meets *The Blues Brothers*. Huge, wonderful platformer, dragged down a bit by mammoth disk accessing, but no less unmissable for all that. The cutest game hero in the known universe, too (nobody's based a game on Winona Ryder yet). ★★★★★

TOP BANANA
Hex £25.99
AP11 45% JD
Bizarre environmentally-friendly (both in concept and execution) *Rainbow Islands* clone, this is certainly one of the oddest games we've seen in a while. Unfortunately, while it's almost exactly the same game as *Rainbow Islands*, it's only about a tenth as good. ★★★

TOUCHDOWN
Strike Force £14.99
AP15 48% NW
Slick presentation keeps up the pace of a technically sound, if uninspired, coaching sim. All the basic features you'd expect, but gridiron fans deserve more action and a little more to excite the imagination. ★★

TV SPORTS: BASEBALL
Mindscape £25.99
AP15 52% NW
Well put together, but very tedious after an hour or so. If you do want baseball on your Amiga then try the much better *RBI Two Baseball* instead. ★★

UGH!
Play Byte £25.99



AP15 79% MR
A laugh and a half, *Ugh!* offers you excellent one or two player prehistoric fun, for a while at least. Not the sort of thing you'd be playing a year later, though, but worth a look. ★★★★

ULTIMA VI
Mindscape £30.99
AP13 90% MR T100 No.17
Not the kind of thing for RPG virgins to start on, or for anyone without a hard drive even to consider, but this is currently pretty much the state of

the art for Amiga role-playing. Enough to keep you going for months. ★★★★★

UNDER PRESSURE
Electronic Zoo £25.99
AP8 12% SC
An *Alien Storm*-esque shoot-'em-up which looks incredibly like a Psygnosis game and plays incredibly like a complete load of old tosh. Probably the least involved game we've ever reviewed. ★

UTOPIA
Gremlin £29.99
AP6 81% SC
A moderately successful marriage between *Sim City* and *Mega lo Mania*, but lacking the depth and spark (respectively) of those two classic titles, *Utopia* is a good game that should have been a brilliant one. Slick but ultimately unsatisfying. ★★★

UTOPIA: THE NEW WORLDS
Gremlin £14.99
AP14 60% SC
Er, some new worlds for *Utopia*. They're okay, really. Is it just us or is £15 a lot of money for a data disk? ★★★

VENGEANCE OF EXCALIBUR
Virgin £30.99
AP13 60% MS
Not 500+ compatible, which is outrageous. Otherwise, an attractive, but pretty average RPG romp which doesn't significantly improve on its unimpressive predecessor. ★★

VIDEOKID
Gremlin £25.99
AP11 70% SC
Mega Twins without the platforms. Okay, it's not really all that similar – it just looks that way initially. This is a rather pretty, constantly scrolling shoot-'em-up, and quite good fun really. ★★★

VIKINGS
Krisalis £25.99

AP16 81% MR
A strategy wargame thing that doesn't look ugly or contain too many statistics. It also has an easy to use interface. It's a bit like *Defender Of The Crown* without the action sequences but with some kind of magical addictive ingredient thrown in instead. And you can compete against your friends. ★★★★

VOLFIED
Empire £25.99
AP8 80% MB T100 No.90
Arcade classic *Qix* revisited. A near-perfect clone of the coin-op, but it's not as much fun as the 1980 original. Still, enjoyable to play, even if it's not the toughest game ever. ★★★★

VROOM
Ubi Soft £25.99
AP12 88% SC T100 No.35
The missing link between *F1GP* and *Lotus 2*, *Vroom* straddles two genres without falling between two stools. Great as a simple foot-down arcade game, but excellent fun as a serious tactical Formula One sim too. It's lovely and fast and you shouldn't be without.it. ★★★★★

WINTER SUPERSPORTS 92
Flair £25.99
AP15 61% GP
A high price to pay for what boils down to four different events. None of them are particularly involving or compelling, but there's fun to be had when more than one player is involved. ★★★

WILD WHEELS
Ocean £25.99
AP7 52% SC
Extremely basic future-football game played with cars instead of footballers. Promising idea, but this effort feels and looks half-finished. There's not much to do, and what there is isn't very inspiring. ★★

WIZKID
Ocean £25.99

AP15 91% MR
A refreshing game that mixes psychedelic arcade adventure, football, and bad jokes with arcade games like *Breakout* and *Pengo*. With its perfect control system it's as much fun to play as it obviously was to write. The best game ever (beginning with the letter W at least) If you don't buy *Wizkid*, your life really will be a lot poorer. ★★★★★

WOLFCHILD
Core Design £25.99
AP10 58% SC
Hugely disappointing platformer that's the sequel to *Switchblade* in all but name. Too short, too easy, too repetitive, and lacking the character and inspiration that separates a good game from the run-of-the-mill. ★★★

WORLD CLASS RUGBY
Audiogenic £25.99
AP9 63% MS
Poor attempt to do for rugby what *John Madden Football* did for the American gridiron game.Good graphics but dreadful control system. Over-technical, and a pain to get to grips with. ★★★

WORLD CLASS RUGBY – THE FIVE NATIONS
Audiogenic £25.99
AP14 86% MS
Dramatically-improved version of the earlier game, right up there with *Rugby – The World Cup* for playability and action. The 3D second-person perspective view (a la *John Maddon Football*) is neat, too. ★★★★

WWF WRESTLEMANIA
Ocean £25.99
AP10 39% GP
There's a limited amount of gameplay scope in any wrestling game, but even so there's a lot more to be got out of the *WWF* than is achieved by this lame and cynical cash-in. Strictly for educationally underprivileged 8-year-olds, we think you'll find. ★

ZONE WARRIOR
Electronic Arts £25.99
AP7 42% JD
Totally horrible mazey platform game with primitive graphics and even more primitive gameplay. The most remarkable thing about this trash is that it comes from the usually-reliable Electronic Arts. Don't even think about it. ★

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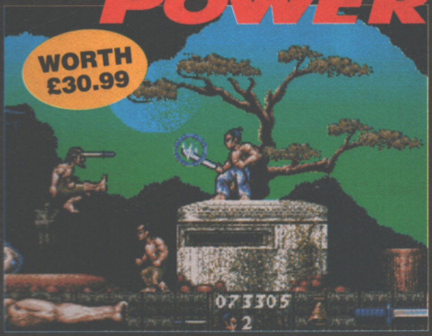

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UNBELIEVABLE!
8

8 December 1991 Xmas hardware guide. *Populous II, First Samurai, MicroProse Golf, Knights Of The Sky*. **On the disk:** *Cisco Heat, Elvira Arcade* (one meg), best of PD!*

AMIGA POWER
BRILLIANT!
PLUS! EXTRA DISK
SMASH TV
PUGGLES
FRP SPECIAL!
9

9 January 1992 Giant FRPG feature, our Games Of The Year. Reviews of *Smash TV*, *Birds Of Prey* and more! **Double disk:** *Knights Of The Sky* training section (one meg) & *Puggles*.

AMIGA POWER
PINNED DOWN!
PLUS! PLUS! PLUS!
ARCADE CLASSICS
THE BEST OF
10

10 February 1992 Spring Game Guide. Reviews of *RoboCop 3*, *Another World*, *Leander* and more! **On the disk:** PD Special – featuring *Mr Wobbly Leg*, *Raid* and *Squamble*.

HARLEQUIN
WIN! A TRIP TO PARIS
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OVER 30 NEW GAMES
LOOK! AMIGA POWER DISK 11
PACIFIC ISLANDS
OCEAN'S NEW WAVE
11

11 March 1992 *Mega lo Mania II* – diary of a game, platform games guide. Reviews of *John Madden*, *Shadowlands*. **On the disk:** *Pacific Islands* mission and three PD games!

AMIGA POWER
2 DISK SPECIAL!
TITUS THE FOX
ROME
BUB'N'BOB ARE BACK!
PSYGNOSIS SPEAK!
12

12 April 1992 Giant Psygnosis preview feature, beat-'em-up guide. Reviewed: *Parasol Stars*, *Titus The Fox*, *Vroom* .**Double disk:** *Titus The Fox*, *Project X*, plus *Rome* (one meg).

AMIGA POWER
LOOK! 2 DISKS!
WE RATE THE 100 BEST GAMES EVER!
WIZKID
SENSIBLE SOCCER
PINBALL DREAMS
13

13 May 1992 Anniversary Issue! New AP Top 100, hidden games guide. Reviewed: *Apidya*, *Project X*. **Double disk:** Demos of *Sensible Soccer*, *Wizkid*, *Campaign*, *Pinball Dreams*.

REVIEWED:
AMIGA POWER
LOOK! ANOTHER DOUBLE DECKER SPECIAL!
ANTS!
LEGEND
SHOOT OUT!
14

14 June 1992 Footy games preview, joystick guide. Reviewed: *Fire & Ice*, *Addams*, *Eye Of The Beholder II*, *Pushover*. **Double disk:** Playable levels of *Legend* and *Aqua Ventura*.

MONKEY ISLAND 2
AMIGA POWER
WOW! 2 DISKS!
GALACTIC
THE WIZ!
REVIEWED!
15

15 July 1992 Reviews! *Wizkid*, *Sensible Soccer*, *Monkey Island 2*, *Lure of the Temptress* etc. **Double disk:** *Galactic*, *Amega Race*, *Number Fumbler*, Mental Image shareware.

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RIDE!
MAGIC? WELL, IT MIGHT JUST BE...
REVIEWED!
16

16 August 1992 Shoot-'em-up guide. Reviewed: *Crazy Cars III*, *Links*, *Dojo Dan*, *Civilization*, *Might & Magic III*. **Double Disk:** *D/Generation Level Two*, *Troddlers*, *Locomotion*.

* Please note: disks 1,3, 4, 5, 6, 7, and 8 are NOT A500 Plus compatible

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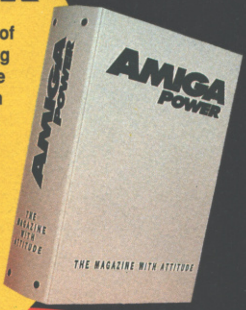
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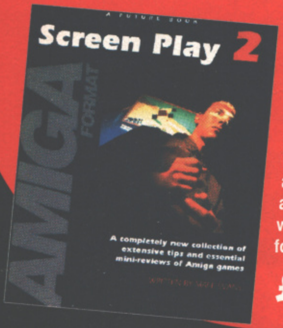
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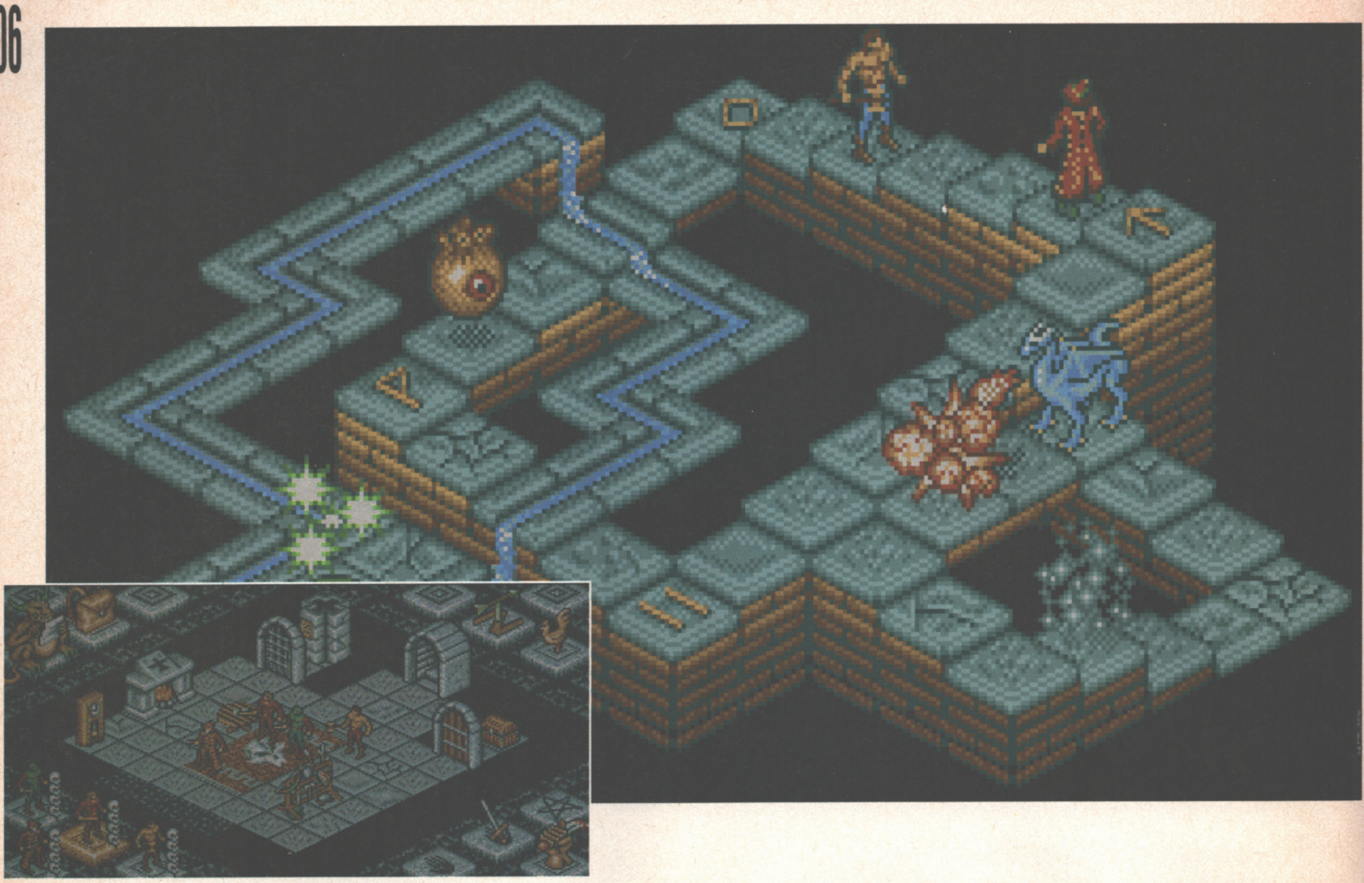

LEGEND IN THE STYLE OF M C ESCHER

BY PETE JAMES AND TAG

IN THE
style
OF...

This is the page where we continue our journey into the hypothetical zone. For any new readers out there, this is the bit where we get top programmers and game artists to interpret their games in strange, beautiful and new ways. Just what would have happened if Constable had played around with the visuals for *Links* for instance? This month a recent coverdisk hit gets the treatment...

'We produced this Escher-ised version of *Legend* because his style just seemed so appropriate. His 3D creations – which include impossibly connected steps and water flowing uphill – are known to pretty much everyone. They even inspired a McEwans tv ad a couple of years back.

One thing we would have liked to try out was to have characters standing underneath platforms and introducing other weird angles (kind of like in the movie Labyrinth), but it proved too confusing.

Basically, we just like Escher's work.'

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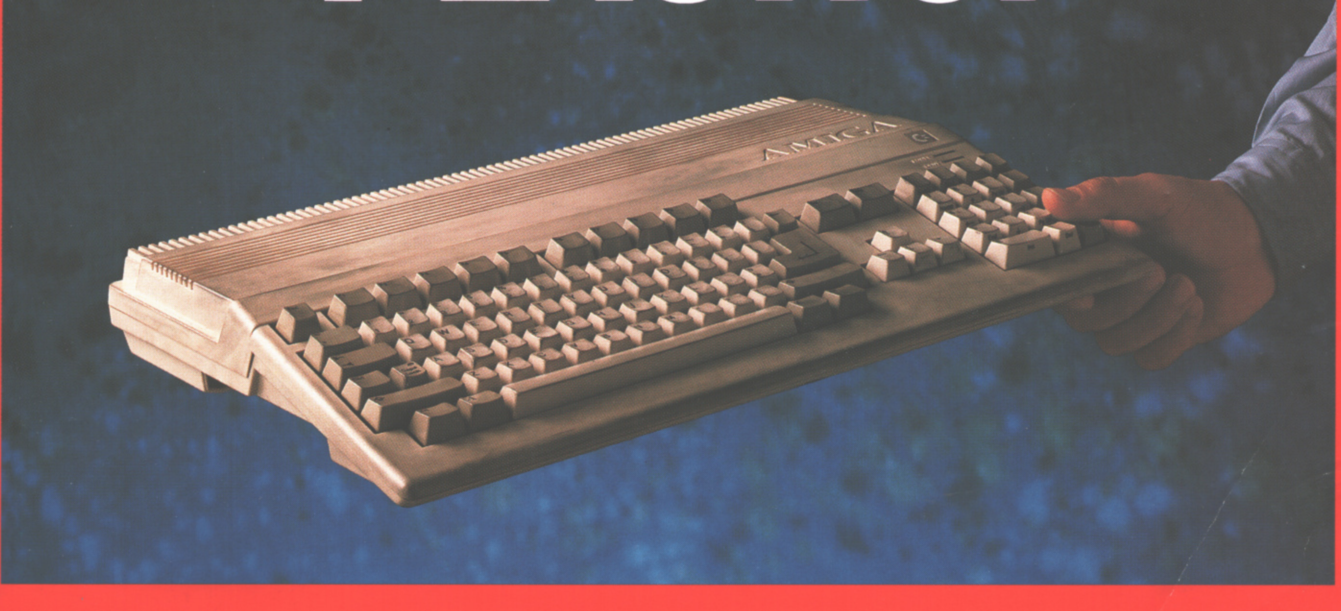

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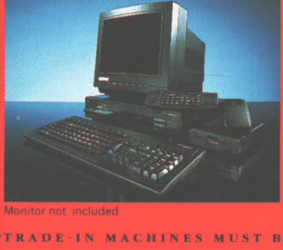

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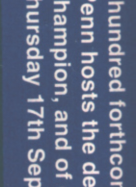

Cute puzzle-platform thang *Troddlers* – reviewed next month.

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IN A LEAGUE OF ITS OWN

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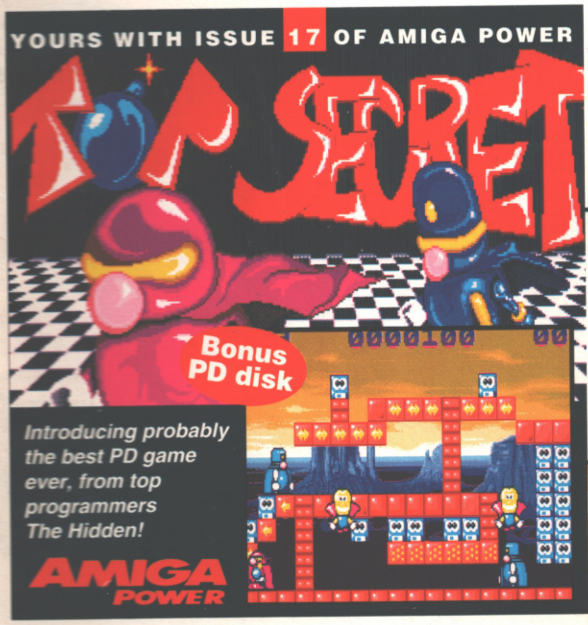

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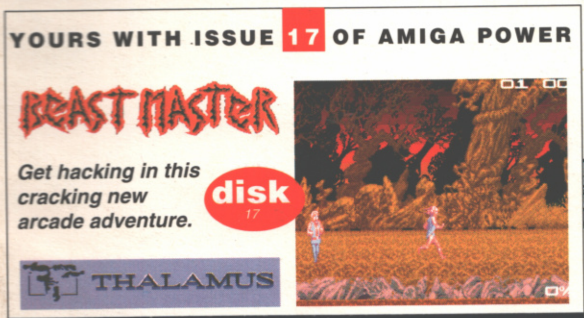

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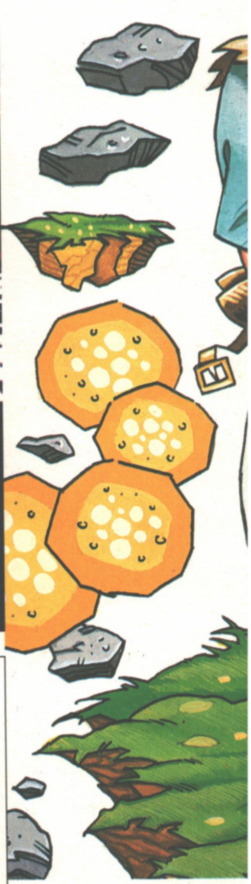

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